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Quick Start

How to Start a Game in Age of Wonders II

Welcome to Age of Wonders II: The Wizards' Throne. If you're just interested in getting a game going as quickly as possible, this guide is for you. First of all, start up Age of Wonders II: The Wizard's Throne, (abbreviated AoW2 from here on out) and select the second option, labeled **Scenario**, from the main menu.

To play a game by yourself, or to play a hotseat game with friends on one computer, select the **Single** option. If you wish to play a multiplayer game, you will need to either host or find an **Internet, LAN, or E-Mail** game. For now, let's stick to a simple single-player game, so select **Single**.

First, you must select a scenario to play. To do this, hit the **Pick Scenario** button near the bottom right. Another box will pop up, presenting you with several drive/path options and a list of scenarios. Each available scenario's name, size of map, and number of playable Wizards are listed in the box. Simply click on one of the scenarios listed, and description of that scenario will appear in the bottom frame. You can use the little blue sliders on the sides of each frame to pan through lists of scenarios, or through the text descriptions of the scenarios if they don't all fit on your screen.

Once you've highlighted a scenario, press the **Select** button. The game will take you back to the previous screen, only this time several Wizards' portraits will be shown.

The default Wizard you will control is always the Wizard listed in the upper left. If you wish to change which Wizard you will control, click on any of the boxes listed next to any of the Wizards and then click on the **Human** option. You can also change the difficulty of the computer opponents by changing their options from **CPU Squire** to something harder, like **CPU Lord**.

Now that you've got your Wizard chosen and the difficulty of the computer opponents set, you can play with the other options on the Scenario screen. The box under the label **Turns** allows you to change the turn structure from AoW2's special **Simultaneous** turn system into a more **Classic** turn-based system, like those found in many other strategy games. With the bars listed in the **Duration** box, you can change the time limit per turn, or limit the game to specific number of total turns. There are also three selectable options in the **Miscellaneous** box, but for now, just leave them at the default settings; you can experiment with them later.

Now, hit the **Start!** button to begin your AoW2 game.

Chapter One: Introduction

The Age of Men sprang upon the world in a way that none of the prophets expected, least of all the men. What should have been a peaceful transition between the caretaker Elves and the newborn Humans turned into an epoch of sorrow.

I was born in this age and, because of the measures taken to save all mankind, I will cease in an age when men cease.

But I fear I get ahead of myself.

I am Merlin, and I was not born when the calamities began. I lived in a remote area, far from the Valley of Wonders. No, the Humans first came from their Garden and took their place upon the Blessed Continent where the Wizard-King Inioch reigned. My forefathers, little more than barbarians when compared with the refined Elves, drove his people from that Valley and slew Inioch.

They knew nothing of Elves. Immortals. Even in death Elves haunted the Humans. Without the balance imposed by Inioch, hordes of wicked creatures gathered and the fruit of human freedom was more war.

The son of Inioch and his daughter gathered against us. Meandor, willing to cause the extinction of Humanity by any means, unleashed a force of undead led by the dead king, Inioch. Julia gathered the forces of light, called Keepers, and stood against a tide of darkness.

Julia prevailed.

Such apocalyptic battles were prelude to the destruction that would follow.

I was born centuries later, but my people still talked of the mischief caused by Meandor and the undying Inioch. Rumors spread about godlike beings dwelling in ivory towers, calling the powers of creation to fight for themselves. Cults dedicated to these beings enticed many with strange promises of conquest and prosperity.

Then the sky rained debris. The earth churned and swallowed my people. Queen Julia tried to maintain balance, but her Keepers were defenseless against this new magic. In a time when Magic diminished, it battered the people like a monstrous storm. I was among the few who survived. We fled from settlement to settlement, only to find smoldering heaps of stone. In order to survive, many of my own people sought protection under the shadow of these Wizard Towers. Those who refused were hunted by the very elements of nature.

My men boarded our air galley on a clear evening. I looked over the sea, scanning the skies for an island that once hosted human settlers, but the island was no more.

The skies rippled with lightning. Clouds whirled and from their billows emerged a formation of red dragons. They destroyed my ship, and I fell overboard.

That was when Gabriel first reached out to me. That was when my life would begin and when it ended – all in one moment, during the Age of Wonders...



Campaign

The campaign portion of Age of Wonders 2: The Wizard's Throne is the story-based single player game. The campaign follows the journeys of the apprentice wizard Merlin on his quest to claim the Wizard's Throne. The campaign comprises 20 scenarios and includes a short Tutorial for new players who are unfamiliar with how Age of Wonders 2 plays.

Scenario

Scenarios are a collection of unrelated maps on which you can play games. The scenario button brings up a list of several options. If you want to play a single player or Hotseat multiplayer game, pick the **Single** option. If you're looking to play a multiplayer game over the Internet, hit the **Internet** option. If you are not going to be the one hosting the internet game, you must find out the host's IP address before you can join his server. The IP of your machine is listed when you click on the **Internet** option in case other players need to know your IP to join. If you want to play a game over a network, hit the **LAN** option. All you need to do is poll the network for servers; you don't need to know the IP to join LAN games. The last option, **Email**, requires you to be able to send saved games to your opponents, usually via Email.

Scenario Setup

You'll need to select a map to play the game on by hitting the **Pick Scenario** button. The list of available scenarios, coupled with some information on their size and number of Wizards, will appear. Pick the scenario you wish to play and hit the **Select** button. By default, Age of Wonders 2 uses a system called **Simultaneous Turns**. This allows all of the Wizards in the scenario to play their turns out in pseudo-simultaneous fashion. If you wish to play your scenario in a more conventional fashion, players taking their turns one after the other, change the option in the upper right from **Simultaneous** to **Classic**". If you are trying to play a Hotseat multiplayer game, you must pick **Classic** style before you can assign other players to a Wizard.

There is a variety of scenario options, such as modifying the amount of time allowed for each turn, the total number of turns, and several other features. **Customize Wizard** will let you pick a different Wizard than the default one, or create an entirely new Wizard. For more info on customizing Wizards, see the section on Wizards and Heroes. ***IMPORTANT:** Be careful about changing your starting race with the **Customize Wizard** option. Scenarios often have starting units and/or cities that may react violently if you do not play the race originally intended in the scenario design.* **Exploration**, on by default, means that a black 'fog' covers unexplored parts of the map. If you turn this option off, the underlying terrain of the map will be revealed. In multiplayer games, turning **Exploration** off usually balances the map between players who don't know the map and players who do. **Allied Victory** means

that your Wizard and other Wizards can simultaneously achieve victory if they are allied and eliminate all opposing Wizards. Otherwise, you must eliminate all other Wizards in order to win.

The option **Always Watch Tactical** is important for multiplayer games. In multiplayer games, the option of **Allow Tactical Combat** will appear. If human players can engage in Tactical Combat (TC), the overland game must pause until the combat is resolved. **Always Watch Tactical** allows the other players to watch the events of the tactical combat while the two involved players fight the battle. If this option is off, the other players will not get to watch the combat and will have to wait until the fight is over to resume their playing. The option **Preferred Color** in multiplayer lets you set the default Wizard to play as. You are not guaranteed to get that Wizard, but if it is available, the server will automatically give you that Wizard.

To select your Wizard manually, or to change the difficulty of computer opponents, click on the box underneath each Wizard's name and race. Computer opponents range in difficulty from the easy **CPU Squire** to the difficult **CPU Emperor**. Once you have set all the human players to a Wizard, set the difficulty of the computer controlled Wizards, and selected your game options, hit **Start!** to begin your scenario.

Chapter Two: Interface

Once a map has loaded and you've clicked in to start the game, the first thing you'll get to watch is your Wizard teleporting down to his or her starting position. The default interface in AoW2 is broken down into the **Main Window**, where all the action takes place, and three 'sub' windows that feed you information. Before you go playing with the main window, take a look at the three windows across the bottom of your screen, starting with the far left.

Events Window



The **Events Window** is a simple sequential text list of all the important events that are occurring within your range of sight. If you click on one of the events listed in the window, it will center your **Main Window** on the place where the event occurred. For events that occur off-screen (like Messages from other Wizards), clicking on their listing will bring up an entirely new window for you to

examine. **IMPORTANT:** When you receive messages from other Wizards and from Spirits, you must click on their entry in the **Events** Window to bring them up! For now, just remember that you can click on the events listed here to center your view on them.

Below the listing of events are three icons with some numbers next to each. The first icon, a pile of gold, should be followed by a number plus (or minus) another number (for example, 250+17). This represents your total amount of stored gold, follow by how much gold you will either earn or lose at the end of the current turn. Gold is used to pay for city upgrades, building new combat units, hiring heroes, and paying the upkeep for your armies. The next icon, a deep blue crystal, is followed by a number plus (or minus) another number. This number represents your total stored Mana and your Mana income (or loss) at the end of the current turn. Mana is used for casting spells, paying upkeep on magically summoned creatures, and for some miscellaneous other minor tasks. The last icon, a bright blue and white star, is followed by a number/number (like 20/20). This represents your current / total number of magic Casting Points. Every time you cast a spell, it consumes Casting Points equal to the spell's Mana Cost. You can only cast your total number of Casting Points of spells each turn. Each new turn will automatically replenish your Casting Points up to, but never exceeding, your total Casting Points.

Middle Window and Options



The middle window is used for many different functions. When nothing else is selected, this window defaults to your **Magic Options**. **IMPORTANT:** To get rid of any other options window and bring up the **Magic Options** window, simply right-click on any space in the **Main Window**. You can cast spells by clicking on the **Spells** button, you can center your **Main Window** view on your Wizard by clicking the **Center** button, and you can change what spell or skill you are researching by clicking the **Research** button. The tab at the top of the **Magic Options** window labeled **Active** can be clicked to show what spells you, and what global/domain spells the enemy Wizards currently have active. The **Active** tab is important because it is where you go to cancel enchantment spells that you want to turn off. The **Power** tab in the upper right will show you a list of everything that is generating Mana for your empire. If you right-click on one of the listings in the **Power** tab, it will center your view on the source of power.

Clicking the **Wizard** tab simply takes you back to the default window if you were on the **Active** or **Power** tab. If you click on the **Research** button, you can change which



spell or skill you are researching. You can switch between researching spells or skills by clicking either the **Spells** or **Skills** button in the research book. There is also a sliding bar on the left that shows how much of your Power is going to generating **Mana** and how much is generating **Research**. More Mana means you can cast and maintain more spells, more Research means you get new spells more quickly. Simply click the **Close** button to remove this window.

The **Spells** button from the **Magic Options** window is what lets you cast new spells. If you want to see what types of spells you can cast, click on the bookmarks named **Global**, **Unit Enchantment**, and **Combat** on the bottom-right page of the book. Any spell you can't cast will be grayed out. To exit this book, click on the bookmark shaped like an **X** attached to the bottom-right page. ***IMPORTANT:** You cannot cast your spells anywhere on the map; you can only cast them within your domain.* Put your Wizard in a city with a Wizard's Tower to increase his domain. Domains appear as colored borders surrounding your Wizards and Heroes in the **Main Window**.

You've probably noticed the five big icons to the right of where your **Magic Options** appear. These icons, from top to bottom, represent the **Magic Options**, **Object Options**, **Realm Options**, **Diplomatic Options**, and **Game Options**. The **Magic Options** will automatically come up whenever you don't have anything else selected, as well as whenever you right-click on a space in the **Main Window**. The **Object Options** will automatically pop-up every time you click on a unit, city, or other object in the **Main Window**.



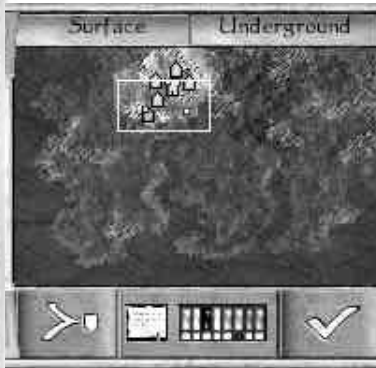
The **Realm Options** is mainly just an informational tool. It has several choices that will give you information on your **Treasury**, **Cities**, **Heroes**, and **Quests**. For now, just remember: like other lists, you can right-click on most things in the lists to center your view on them. Using the **Cities** tab and the right-click method, you can quickly manage all of your cities.

The **Diplomatic Options** window will not have much information at the beginning of each scenario. Until you meet another Wizard, all you can do here is just see how your Race Relations are faring. When you meet new Wizards, their portraits will start to appear in the empty boxes and you can click on them and try to **Negotiate**. When you have your Wizard selected, you can see your personal info and Race Relations. Race Relations are important; they determine how much the 12 races in AoW2 like you. Happy faces mean they like you and are probably willing to help you. Neutral faces mean the race doesn't care for you one way or the other. Angry faces mean the race doesn't like you and will go out of its way to make you miserable. ***IMPORTANT:** You can click on each race for a more in-depth description of why that race hates or likes you.* Check out the section on diplomacy and race relations for more information on how to use the **Diplomatic Options**.

The last of the options list is the **Game Options**. From here, you can change some of the graphic, audio, and gameplay settings of AoW2. ***IMPORTANT:** If you wish to prevent your units from moving automatically when you select them, turn off the **Auto Move** option in **Game Options**.* Also, this is the menu for saving, loading, and exiting the game.

You can get rid of window in the same fashion as the other option windows: right-click on a space in the **Main Window**.

Minimap



Lastly, we have the **Minimap Window**. The Minimap is simply a tiny representation of the entire scenario map. You can click on any part of the Minimap to center your **Main Window** on that part of the map. If the map supports both Surface and Cavern levels, there will be a tab at the top of the Minimap. Clicking on either **Surface** or **Caverns** tab will change the **Main Window** to show that level.

Beneath the Minimap are four very important features. The first button is the **Next Active Party** button. This button can be used to quickly cycle through all of your parties that still active for that turn. Next, there is the

Unread Events icon. This icon will flash whenever you have an unread event (check the **Events Window**) and you can click on it to automatically center on the next event. The next icon is just a series of colored bars called the **Turn Indicator**. This nifty bar is there to show you either who has not clicked in during Simultaneous turn scenarios, or to show which player is currently active in Classic turn scenarios. The last button at the bottom right is the **End Turn** button. When you click this button, you are irrevocably entering you desire to end your turn. In Simultaneous turn scenarios, once everyone has clicked this button, the next turn will proceed. In Classic turns, once this button is clicked, it proceeds to the next player's turn. Remember, do not click this button until you have finished managing all of your cities and armies for that turn!

The Main Window

This is where all the important stuff in AoW2 is carried out. You can left-click on almost anything in the **Main Window** (from units to cities to windmills to magic nodes) to bring up a more information on the object. Most of the time, this new information will appear in a box that replaces your **Magic Options** window. You'll notice that you can only see a small portion of the map; the rest of it is blackened or grayed out. The black areas represent areas of the map that you have never explored. The gray areas represent parts of the map that you have explored, but you have no units or cities there currently within visual range of that spot.

IMPORTANT: If you wish to increase the viewable area of the map in the **Main Window**, you can use the + and – keys, or your mouse wheel, to zoom your view in and out.

For now, let's just worry about the two most important things in AoW2: cities and parties.

Cities



Cities are the most important strategic resource in AoW2. To bring up more information on a city, click on one of the hexes of the city. If all of the city hexes are occupied by units, you can simply click twice on that same square to alternate between selecting the **Party Options** or the **City Options**. The **City Box** will appear on the bottom

middle of your screen, giving you some basic info about the city. The current production queue is listed on the left; from here you can either **Hurry** productions by spending extra gold or **Cancel** productions entirely.

IMPORTANT: Hurrying productions costs 10 Gold and 10 Population for each unfilled coin remaining. To the left of the production queue, the race that inhabits the city and the City Morale status you will be shown. (See the section on Diplomacy and Race Relations for more information about City Morale.). Underneath the racial info, how much production, gold, mana, research, and population growth the city is producing is shown.

If you want to bring up the detailed city information, you can simply left-click on one of the city hexes. Doing so brings up two new windows, a **Production Options** window on the left and an **Information** window on the right. The **Production Options** window has three tabs, the first for **Units**, the second for **Structures**, and the last for **Other** production options. If you click on anything listed in the **Unit** or **Structure** production lists, the **Information** window on the right will change to give you more information on that unit or structure.

IMPORTANT: For city size information, the list of city structures, and the list of the units each race can build, see the appendices.

It takes both gold and turns to produce structures and units. The gold cost will be immediately deducted from your treasury if you double-click on a unit/structure, or if you click the **Produce** button. **IMPORTANT:** The gold cost of each structure or unit is also the production cost. If a unit costs 100 Gold and your city has 40 Production per turn, it will

take 3 turns to build the unit

If you do not have any unit or structure selected, the **Information** window will show you more information on the city. In the top right, underneath the name of the city, the number of turns remaining until the city grows to the next largest size will be shown. The larger the city, the more it contributes to your empire. Underneath the city growth indicator are two tabs; one for **City Structures**, the other for **City Information**. The **City Structures** tab will list all the current structures and what they contribute to your city. You can click on a structure and click the **Sell** button to sell structures back for gold. If you click on the **City Information** tab, a list of everything the city naturally contributes, as well as all modifiers for things like Terrain bonuses, will be shown. Crop fields will naturally grow around the city at a rate of one hex per turn if the terrain is favorable to the inhabitants; see the appendix for more info.

If you wish to build new cities, you must first construct a Pioneer unit. Pioneers can be built in any city as long as it has both a Builder's Hall and enough citizens to support the Pioneers. Whenever a Pioneer is built, some of the city's residents (200) will permanently leave the city and join the Pioneers. Once these residents have joined the Pioneers, there is no way to merge them back into the city. When the Pioneer is built, simply move it to an open spot on the map that has enough open terrain (7 free hexes) and is not too close to another city. Click on the Pioneer's party in the **Main Window**, and then click on the Pioneer itself in the list of units in the **Party Options**. Select the ability **Build Outpost** and the

Pioneer will build a new city if there is enough room. Once a Pioneer starts a new city, it is gone forever.

Remember to leave at least some units to guard your cities, especially the city in which your Wizard resides. An undefended Wizard is an easy target for your enemies. Produce a few defensive units and consider building some walls around your cities to protect them from enemies. Cities can be destroyed using the **Raze City** or **Loot City** options from the **Production Options**. If a city is destroyed, a Pioneer can rebuild it using the **Rebuild Structure** ability.

Parties

Next, there is the **Party Options** window. Whenever you click on a unit in the **Main Window**, a little box of information about that unit will appear in a box where the **Magic Options** window usually rests. AoW2 uses a 'party'-based system where each spot (called a hex) on the map can contain anywhere between 1 and 8 units. When multiple of your units enter the same hex, they combine to form one large party. Each hex, however, can never contain more than 8 units, nor can it ever contain more than one 'Transport' unit (like a ship). Each party of units has a little number listed next to it on the **Main Window**; this represents the number of units stacked in that hex. When you select a party, your icon will change to show a little foot. If you then click on a spot on the map, a little trail of yellow and gray dots will appear, leading from your party to that spot on the map. The yellow dots represent how far the party can move that turn; the gray dots

represent distances too far for them to move that turn. Whenever you click on a spot on the map that is too far for the party to move to that turn, a little flag with a number will appear at the end of the gray dots. The number in this flag represents, at maximum speed each turn, how many more turns it will take for the party to reach that spot on the map. To move the party, click on the spot on the map again, or simply hit the 'M' button on your keyboard.

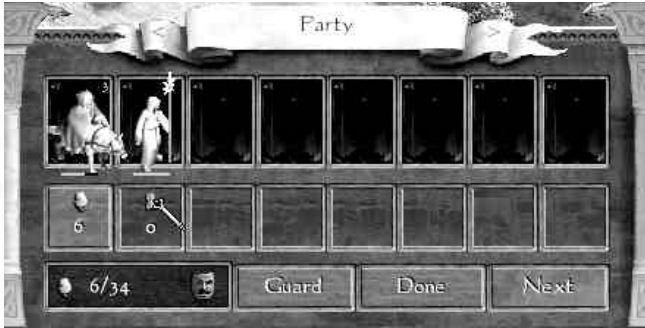


There is some additional information in the **Party Options** window presented for you to inspect. In the bottom-left corner of the window is the **Movement Indicator**. The current / total (shown as something like 20/32) number of movement points that the party has is listed in the bottom left of the window. On average, it takes 4 movement points to cross one piece of terrain, but

obstacles like forests will slow you down. The list of movement costs for non-flying units on the various terrain types is as follows:

Terrain Type	Moves Cost
Desert	4
Dirt (with Cave Crawling)	4 (3)
Forest (with Forestry)	8 (4)
Grassland	4
Ice	4
Lava (with Fire Immunity)	Impassable (4)
Mountain (with Mountaineering)	Impassable (8)
Road (with Enchant Roads)	3 (2)
Snow	4
Steppe	4
Swamp	4
Wasteland	4
Water	4

Next to the **Movement Indicator**, there is a **Party Status** icon that shows you how the party's morale is doing. As long as this isn't an unhappy face, your party isn't in danger of rebelling against you or running away. There are three buttons in the **Party Options** window. Clicking the first button, **Guard**, will remove a party from the active party list. Put units who are defending cities on **Guard** so you won't have to pan through them as you move your non-defending armies around the map. The **Done** button simply marks that party as finished for the current turn. **Next** simply selects the next active party. You can also hit the 'N' key on your keyboard to select the next active party.



Left-clicking on a unit shown in the **Party Options** window will bring up the statistics for that unit. This is also where you can **Disband** units that you no longer need, usually to save on upkeep. The little red bar underneath the unit's icon shows you how much of their current health they have; a full red bar means full health. This little button underneath the unit icon, called a **Movement Switch**, usually shows a foot with a number underneath. This foot icon represents the type of movement (Foot = Walking, Wing = Flying, Wave = Swimming) that the unit uses and the current number of movement points that it has left for that turn. If you wish to split up a party (including leaving a ship or other transport) simply click on this **Movement Switch**. The switch will grow dark, indicating that the unit will not move with the party from that spot.

To split up your parties, you must use the **Movement Switches** in the **Party Options** window. Simply click on the switch for every unit you do not wish to move from that spot. Remember, to move off of boats, simply click the switch for the boat and move the rest of the units

onto land. If you right-click on a switch, all other units will have their switches darkened. This allows you to quickly separate one unit from a party. If you again right-click on that same unit's switch, his will grow darkened while every other unit's switch will brighten. Play around with the **Movement Switches** a bit until you are comfortable using them; they are a big part of AoW2.

Other Objects

In addition to Cities and Parties, there is a variety of other interesting structures on the **Main Window**. Structures like Gold Mines and Nodes can be 'captured' to provide extra gold or mana. Some objects on the maps, like Magic Vaults, are not capturable but will give you some kind of special effect for visiting them.

Chapter Three: Combat

General Combat Information

When your parties come into contact with an enemy party, a battle will ensue. You will be given the option of controlling the battle, letting the computer automatically calculating the combat results, or, if you initiated the attack, retreating from the battle before it starts. When the window pops up asking:

“Do you wish to command this battle?”

Answer “Yes” if you want to resolve the battle in tactical combat. Answer “No” to have the results quickly calculated by the computer. Answer “Retreat” to cancel the combat. If you select “No”, the computer will tell you the results of the combat in an **Event Window** and allow you to watch a brief replay if you so choose.

IMPORTANT: Battles can be waged between more than just 2 parties using what is called the ‘Adjacent Hex Rule’. Each spot on the map is actually a 6-sided figure called a ‘Hex.’ Every party that occupies a hex adjacent to the hex being attacked will automatically enter the combat. If you want to bring multiple parties into a combat, surround the enemy party’s hex with your parties and then have one of your parties initiate the attack. Adjacent neutral parties and allied parties can join in the fight if they are aligned with either side involved. When moving multiple parties across the map, make sure you keep all of your parties touching each other so that if any one party is

attacked, the other parties will join the combat as well. Avoid putting your parties in a ‘line’ formation, because in a line formation, each party is usually only touching 1 or 2 other parties. Instead, keep them clustered in a ‘triangle’ formation where every party is touching every other party.



In Tactical Combat, you get to directly control your units in battle. Battle, unlike the overland game, is always played out in Classic turns style, not Simultaneous turns. The defender always moves his units first. The interface for tactical combat is nearly identical in form and functionality to the **Main Window** and its three sub-windows. There is an **Events Window** on the left that keeps track of everything going on in the battle. Underneath the event list is your **Mana Indicator** and **Casting Point Indicator**. There is a battle **Minimap** on the right, complete with **Next Unit**, **Turn Indicator**, and **End Turn** buttons. If you have a unit selected, instead of the **Party Options** window in the center, you will get the **Unit Options** window. You can then move the unit, just like you do on the regular **Main Window** by clicking somewhere on the tactical com-

bat map. Unlike on the **Main Window** however, instead of just yellow and gray dots, you will see green, yellow, red, and gray dots.



IMPORTANT: The number of times a unit can attack is determined by how many Moves they have left. A unit who has moved within his green Moves allotment can still make 3 full attacks. Units that move into their yellow Moves allotment will only make 2 attacks. Lastly, units that move into their red Moves allotment will only get to make 1 attack.

If the unit also has usable abilities, like the skill Archery, they are highlighted and selectable on the list to the right of the unit's icon. When you select an ability to use, the **Event Window** will fill up with information on that ability.

Ranged abilities that only make one attack, such as the Swashbuckler's Fire Pistol ability, can only be used if your unit has not moved beyond his Green Moves allotment.

Moving into the Yellow or Red will make the unit unable to use this kind of ability. This does not apply to Touch abilities, like Web and Entangle, just ranged abilities.

If you are the attacking party, you will notice several arrows placed on the borders of the map close to where your units are initially placed. If any of your units move onto an arrow, they will retreat from combat. These **Retreat Arrows** are only available to the attacking parties, not the defending parties. The combat will end when either all of the attackers or defenders are dead, unless one side surrenders or the attackers retreat.

The middle window can be changed to display several different options by using the option buttons, exactly like the ones when you're not in tactical combat. The **Magic Options** button automatically brings up your spellbook. The **Object Options** window will automatically bring up the **Unit Options** window. **Realm Options** will bring up a portrait of your Wizard with two options: **Surrender** and **Auto**. If you **Surrender**, the battle is over and you automatically lose. If you select **Auto**, the computer will take control of your units until you click the button again. Lastly, you can still bring up the **Game Options** if you need to tweak your in-game options.

At any time, if you right-click on a spot on the combat map, it will bring up the **Realm Options** window.

Combat Mechanics

When units in AoW2 try to damage one another, a random number is generated and then compared against the two unit's statistics to see if the attacker succeeds. For more information on what each individual statistic on a unit represents, see the **Units** section.

The percent chance of success for most attacks is based upon comparing the attacking unit's Attack stat with the defending units Defense or Resistance stat. The base chance for success is 50% if the comparison of Attack vs. Defense or Attack vs. Resistance is equal. Each difference in Attack and Defense (or Resistance) increases or decreases the odds by 5%. If the attack is successful, a simple damage roll is made using 1 as the minimum and the Damage value as the maximum.

Thus, a unit with Attack 8 and Damage 5, against a target with Defense 6, has a 60% chance of successfully hitting his target ($50\% + (5\% * 2)$). If he hits, he does anywhere between 1 and 5 damage against his target.

Each attack always has a minimum 5% chance to succeed and a maximum 95% chance to succeed.

Ranged attacks, like Archery, use their own Attack values and suffer from accuracy penalties, or bonuses, based on distance and height. The farther away the target, the less likely you are to hit it. Standing on elevated terrain, while your target is on lowered terrain, will improve your chances of hitting the target (and will hamper them if you're on the low ground). The odds of a ranged attack succeeding are shown in the **Events Window**. Obstacles,

such as walls or other units, can sometimes interfere with ranged attacks. If an obstacle is in the way of your ranged attack, a red circle will appear around the obstacle.

***IMPORTANT:** Two units standing directly next to each other do not usually block each other's ranged attacks. By positioning a strong unit in front of a weak ranged unit, you can sometimes 'shield' them. Your ranged units can safely fire through shielding units as long as the target is directly in front of the shielding unit.*

In addition to normal Physical damage, special damage types, like Holy damage, will compare against a target's Resistance to see if they cause their special side effects, such as Vertigo. The Attack value of these special side effects is always 8. Magic, Physical, and Wall damage types have no special side effects associated with them. Magic damage, however, will let you hurt units that have Physical Protection or Physical Immunity. If an attack has the damage type 'Wall', that means the attack can destroy city walls (in addition to the city gates that all units can destroy) and receives a Damage bonus when striking walls.

For example, a unit has Holy Strike in addition to their normal Strike ability. If the unit makes a successful strike against an enemy, Holy Strike will also make a check of Attack 8 versus the target's Resistance. If Holy Strike succeeds, it will inflict its special attack, called Vertigo, upon the target.

Damage Type Effects Table

Name	Special Attack Effects
Fire	Inflicts 'Burning'. -2 ATT and -1 Hits per turn
Cold	Inflicts 'Frozen'. Target cannot move for 3 turns or until attacked.
Death	Inflicts 'Cursed'. -2 RES, Death Weakness, and prevents healing.
Holy	Inflicts 'Vertigo'. -2 ATT and -2 DEF.
Lightning	Inflicts 'Stunned'. Unit cannot perform any action for 1 turn.
Magic	None
Physical	None
Poison	Inflicts 'Poisoned'. -2 ATT, -2 DEF, -21 DAM, -2 RES for 3 days.
Wall	Allows attacks to destroy city walls.

Range and Height

Abilities that fall into the 'Melee' or 'Touch' categories only work at point-blank range, but there are many abilities that can fire over multiple hexes. Especially important to ranged abilities is both the distance between the attacking and defending unit and the difference in elevation between the two units. Each ranged ability has its own Range value, which plays a large role in determining its effective distance. The maximum number of hexes an ability can fire is as follows:

Short Range:	4 Hexes
Medium Range:	8 Hexes
Long Range:	12 Hexes
Extra Long Range:	16 Hexes

As the name implies, any ability with Unlimited range is unaffected by Range restrictions or penalties. In addition to limiting the maximum range of the attack, the Range value also factors into how much effectiveness the ability loses as the target gets farther away. The formula for the distance penalty is as follows:

$$\text{Penalty to Attack} = (((\text{Range} + 1 - \text{Distance}) * 10) / \text{Range}) - 10$$

For an ability with Long Range (12 Hexes), firing at a target 6 hexes away, the penalty would be roughly -4 Attack. -4 Attack equates to a -20% in shot accuracy. If the ability had Extra Long Range instead of just Long Range, the penalty would only have been -3 Attack, or -15%. There is a maximum of a -10 Attack penalty for ranged abilities.

The difference in height between the two targets will also affect accuracy. Unfortunately, it is much more difficult to tell the height of a hex than it is to count the difference between the two hexes. The formula for the height bonus, or penalty, is as follows:

$$\text{Height Modifier} = ((\text{Attacker's Height} - \text{Target's Height}) * 5) / 127$$

Hexes can range in height from 0 to 255, so the maximum penalty or bonus a unit can earn from differences in terrain height is +10 Attack or -10 Attack. Most hexes are less than 127 in height however, so height bonuses and penalties rarely range outside of the +5 Attack to -5 Attack scope.

Chapter Four: Units

Unit Stats

Each unit in AoW2 has a unique mix of six basic statistics, several special characteristics, and several abilities. Each of the six basic statistics represents something fundamental to the unit. Excluding Hits and Movement, the statistics are capped whenever they reach 20. Each point of difference in a stat typically represents a 5% difference. A 12 Attack is 5% better than an 11 Attack. See the section on **Combat Mechanics** for an explanation of how the stats interact.

Attack

The Attack statistic describes how effective the unit's attacks are in slipping past the enemy's defenses. Average attacks in AoW2 have around a 7-9 Attack value. Units that don't have an Attack value listed, such as most ranged-only units, rely upon the Attack value of their ranged ability. For example, all attacks made with the skill Archery have an Attack value of 8. Ranged attack information will appear in the **Events Window** in combat when you select the ability.

Damage

Damage is the potential amount of damage that the unit can do when it strikes its target. The higher the Damage value, the more hurt the unit can inflict. Again, like Attack, units without a listed Damage stat will use the Damage value of their ranged attacks. For example, all attacks made with the skill Archery have a Damage value of 5. Ranged attack information will appear in the **Events Window** in combat when you select the ability. The average Damage value in AoW2 is around 5-7.

Defense

The higher the Defense value, the easier it is for a unit to dodge incoming attacks. Average Defense values in AoW2 range from 5-8.

Resistance

When trying to damage a target with spells or other magical abilities, Resistance is compared to the Attack of the spell/ability instead of Defense. The average Resistance value in AoW2 is 4-6.

Hits

Hits is simply a representation of how much damage the unit can take before dying. Each Hit (often called hit

points, HP, or health) represents one point of Damage the unit can absorb. When all of a unit's Hits are gone, it dies (or in the case of the Undead, collapses). The average Hits value in AoW2 is 10-16.

Moves

Moves describe the amount of distance the unit can travel per turn, both on the overland map and in combat. Traveling across a square on the overland map consumes about 4 Moves (often called Movement Points), but Forests and Swamps can slow progress down, while Roads can speed it up. Average Moves values in AoW2 are 24-32.

Other Characteristics

Beyond just their base numerical statistics, all units have a small list of characteristics.

Abilities

Each unit has a list of abilities next to their name. All units have some kind of movement ability, such as Walking, and some form of offensive ability, like Strike or Archery. Beyond this common thread however, abilities vary greatly from unit to unit and race to race.

Morale

Each unit has an individual Morale rating. Morale is affected by a multitude of things, primarily Race and Alignment. Units typically will have high Morale if you have good Race Relations with their Race and if your Wizard is of the same Alignment. If you have poor Race Relations with their Race and/or are of an opposing Alignment, units are likely to have poor Morale. If a party is composed mostly of units with poor Morale, they may have a chance each turn of deserting/abandoning you. See the section **Diplomacy, Race Relations, and Morale** for more info.

Race

The Race of a unit is simply determined by what race inhabited the city where the unit was built. Siege machines, like Ballista, are not tied to any particular race. A unit's Morale is affected by your Race Relations with its Race.

All Undead units (marked with the ability 'Undead') also have the following abilities: Death Immunity, Poison Immunity, Fire Protection, Cold Protection, Lightning Protection, Night Vision, and Regeneration.

Alignment

Just as Wizards can be good or evil, so can units. The scale of Alignment, from good to neutral to evil, is as follows:

Pure Good
Good
Pure Neutral
Neutral
Evil
Pure Evil

Siege machines and boats have no natural Alignment (listed as 'None.')

Size

The size of a unit is listed for relative descriptive purposes only; it doesn't impact the game in any fashion.

Unit Type

All units fall into one of three categories: Humanoid, Creature, or Siege Machine. Some abilities, such as Repair Machine, only work on a specific Unit Type.

Siege Machines have the following innate abilities: Cold Protection, Fearless, and Poison Immunity.

Gender

Male, Female, or It. This affects whether or not Seduce attacks will work on the unit.

Level and Upkeep

Each unit has a level assigned to it. The default unit available in a city and all units built with a Barracks are Level 1 units. Units requiring a War Hall are Level 2 units. Those units that require a Champions Guild are Level 3 units. The single unit of each Race that requires a Champions Guild, Monastery, and Masters Guild is that Race's Level 4 unit.

Non-summoned units also have an upkeep cost; a certain amount of Gold must be spent each turn to keep the unit supplied. Each unit's daily cost of supplies is:

Upkeep cost in Gold per turn: $3 + (3 * \text{Level})$

Each turn you fail to pay a unit's upkeep, the lower its Morale sinks. After a few turns of neglect, your units will start to abandon you. Summoned units, who rely on a Mana per turn upkeep, will simply vanish if you fail to pay their upkeep. The upkeep of summoned units is listed with their casting cost, but their Level is determined by the level of their corresponding summon spell. Summon Black Spider is a level 1 spell, so Black Spiders are a Level 1 unit.

Heroes have their own level and experience system that isn't the same as the above system; see their specific section for more information.

Experience

Units earn experience when they land the killing blow on

an enemy unit. The only units in the game that cannot earn experience are the Wizards themselves. Higher-level units require more experience than lower-level units to gain a bonus medal, but the benefits of earning a medal are the generally the same. There are two available medals for a unit to earn:

Experience required for Silver Medal: $\text{Level} * 10$
Bonuses for earning Silver Medal:

	Required Experience	Bonuses
Silver Medal	$\text{Unit Level} * 10$	ATT +1*, DEF +1, Hits +1
Gold Medal	$\text{Unit Level} * 30$	DAM +1*, RES +2, Hits +1

* Units with only ranged abilities gain a level in Marksmanship instead of Attack +1 and Damage +1.

A few rare units gain entirely new abilities when they level up, but the effects are dependant upon the individual unit. The amount of experience a unit gives when slain is determined solely by the unit's Level:

Experience given when slain: $\text{Unit Level} * 5$

Heroes gain experience in the same fashion as regular units, but instead of earning medals, they gain levels at specific intervals. See the specific section on Heroes for more information on how they gain levels.



Chapter Five: Wizards and Heroes

Your Wizard and Heroes function like normal units in many respects, but both have unique abilities that require explanation.

Wizards

Wizards, unlike every other unit in the game, do not gain experience in combat. Not only do they never gain medals or levels, they also will never permanently die unless you have no cities with Wizard's Towers left under your control. If your Wizard is ever slain in combat and you have no Cities left under your control, you lose the scenario. If you do still have a city with a Wizard's Tower under your control and your Wizard falls in combat, you will suffer a penalty to Fame (-20) and drop all items, but your Wizard will reappear at the closest Wizard's Tower at the start of the next turn. You can use your Wizard as a combat unit, but it is generally better to leave him in a city with a Wizard's Tower. Wizard's Towers will allow your Wizard to cast spells over a long range, both on the overland map and in combat.

Customizing your Wizard

If you do not wish to play with one of the default Wizards

available in a scenario, you can simply select the **Customize Wizard** option before the scenario begins. This will allow you to either pick an entirely different Wizard or to create your own Wizard. If you wish to create your own Wizard, select the empty portrait underneath the words 'Or Create Wizard' and hit **Next**.

The first thing you must do is select one of the seven spheres of magic. See the section on magic for more information on the seven spheres. Pick a sphere and hit the **Next** button to bring up a list of Wizard skills. By default, you may pick one Wizard skill for your Wizard. Beneficial Wizard skills are listed in green. If you take a harmful Wizard skill, you may take an additional beneficial Wizard skill. Harmful Wizard skills are listed in red. The effects of each bonus and penalty will have a significant impact on some aspect of your Wizard's performance; choose wisely.

Table of Wizard Skills

Name	Bonus	Penalty
Peace Keeper	Race Relations +20	
Explorer	All Unit Moves +20%	
Expander	City Growth + 20%	
Merchant	City Gold Income Bonus (+0/+5/+10/+15)*	
Constructor	City Production Bonus (+0/+5/+10/+15)*	
Conqueror	Experience Earned +20%	
Survivalist	Less Unit Upkeep (-1/-2/-3/-4)**	
Scholar	Spell Research Costs -20%	
Channeller	Spell Mana and CP Costs -10%	
Anarchist		Race Relations -20
Decadence		More Unit Upkeep (+1/+2/+3/+4)**

Pacifist	Experience Earned -20%
Bureaucrat	City Gold Income Penalty (-0/-5/-10/-15)*
Technophobe	City Production Penalty (-0/-5/-10/-15)*
Summoner	Summon Spells Mana, CP and Research Costs -20%
Casting Specialist	Wizard Casting Points +10

* Gold Income and Production Bonuses/Penalties listed for city sizes.
Outpost/Village/Town/City

** Unit Upkeep Bonuses/Penalties listed for Unit Level. Level 1/Level
2/Level 3/Level 4

Once you've chosen your Wizard skills, hit the **Next** button, pick your starting race, and hit the **Next** button once again. The last thing for you to do is select your Wizard's portrait, name, banner color, and then hit the **Next** button one last time. If you ever wish to go back and change a selection, just hit the **Back** button.

Heroes

Heroes are truly unique units in AoW2. They have the same basic statistics and rough abilities as most units, but they are capable of gaining incredible amounts of power, carrying magical items, and performing feats that even your Wizard cannot. While you don't begin each scenario with a Hero in most cases, you will usually have the chance to recruit one fairly quickly, based upon your Wizard's Reputation. The better your Wizard's Reputation, the easier it is for him to attract Heroes. Probably the most important function of Heroes is that they extend your Wizard's Domain beyond what it usually

reaches. Each Hero radiates a small sphere of Domain that allows your Wizard to cast spells nearby. This will let you cast enchantments on the Hero's parties, summon creatures to his aid, and cast spells in battles distant from your Wizard's current city. Make sure you protect your Heroes as vigorously as possible. It is highly recommended that you put every possible kind of beneficial enchantment you can afford on your Heroes.



One of the other significant differences between Heroes and regular units is the way in which they earn experience. Like every non-Wizard unit, Heroes earn experience for slaying enemy units. Additionally, Heroes will gain one point of experience for each day they remain in your service. Heroes do not earn medals; they gain levels. When a Hero earns enough experience to gain a level, at the start of the next day, you will receive a message notifying you that the Hero has leveled. You will then be given a chance to pick what kind of beneficial bonus he receives for gain-

ing a level. The choices available to the hero are randomly chosen from several generic statistic bonuses and special abilities.

Table of Generic Hero Bonuses

Name	Bonus
Offensive	+1 Attack, +1 Damage
Defensive	+1 Defense, +1 Resistance
Health	+2 Hits, +4 Moves

At least one, often two, of these generic bonuses will appear along with one or two abilities. Pick whichever bonus you think will most benefit your hero. Heroes can gain an immense number of levels and become very powerful, but they are very vulnerable at low levels. You must balance trying to earn your Heroes as much experience as possible and keeping them out of severe danger.

Items

Unlike regular units, Wizards and Heroes alike can use powerful magic items. Items will grant new abilities and stat bonuses to your Wizard or Heroes. If your Wizard or Hero is ever defeated, he will drop all of his items on the ground for anyone to take. Whenever you click on a Wizard or Hero in a party, it will bring up an additional column to the left showing which items they are currently carrying. You can view the items lying on the ground by simply hitting the **Ground** button. The **Teleport** button

will highlight when you have selected an item, and a list of your Wizard plus Heroes will appear. Hit the Teleport button and click on the portrait of the Wizard or Hero you want the item to go to. Whenever one of your units comes across a magical item, they can teleport it back to your Wizard or a Hero if you have sufficient Mana for the teleportation. To bring up the items window when there is not a Hero or Wizard in your party, simply double-click on hex the item occupies.



Each Wizard and Hero can only use a certain number of items of each kind. For instance, your hero can't wear two helmets. You can teleport extra items around between Heroes by accessing their inventory and using the **Teleport** button.

Chapter Six: Magic

The mystical energies wielded by the great Wizards and, to a lesser extent, Heroes fall under the broad term “Magic.” Magic contains the powers necessary to shape and manipulate the very laws of nature to a Wizard’s wishes. Magic is subdivided into six specific spheres and one general sphere. Each of these spheres represents a certain aspect of the universe, ranging from the powers of death and life to raw elemental fury.

Spheres

Each Wizard can specialize in one sphere of magic. Each sphere possesses a unique style; the sphere a Wizard specializes in often reflects their personality and alignment.

Air

The power to control the skies and winds falls within the sphere of Air. Spells of the Air sphere typically revolve around the manipulation of wind, lightning, and cold.

Earth

In contrast to the forces of Air, the sphere of Earth deals with all things bound to the ground. The Earth sphere possesses the power to manipulate rocks, metals, and the very tectonic plates of the planet.

Fire

Tied to the sphere of Fire are all things burning and chaotic. The powers of intense flames, molten lava, and chaos bow to the masters of the Fire sphere.

Water

Sitting opposite that of Fire is the sphere of all things wet, Water. Wizards of the Water sphere can turn liquids into toxins, freeze the water in the skies, or even evaporate the water in all living things.

Life

For all things of holy and pure, Wizards of the Life sphere exist. Life magic typically pertains to the protection, restoration, and salvation of the living.

Death

In the absence of Life there is the dark and unholy strength of Death. The Magic of Death allows a Wizard to control the forces of evil, darkness, and decay.

Cosmos

What the six specific spheres do not cover, the broad Cosmos sphere encompasses. While not as specifically directed as any of the other six spheres, the Cosmos sphere can cast many spells of each sphere and a few of its own useful spells of enchantment, alteration, and cancellation.

Casting Spells

The casting of great magical spells is no easy feat, even for a Wizard. The three most important things required to cast a spell are domain, Mana, and casting points.

Domain

In AoW2, your Wizard can cast spells on the overland map, and any combat that takes place within a hex on the overland map, as long as the spot lies within his 'domain.' A colored border encircling your Wizard represents your domain. To expand your domain, you can move your Wizard into a city that possesses a **Wizard's Tower**. Wizard's Towers are easily recognizable in cities by the huge spiraling tower protruding from the city's center. As long as your Wizard remains in the city, his domain will be greatly expanded. You can build expansions to a Wizard's Tower to further increase your domain. If you find that your Domain is too withdrawn from the front line of combat, you may need to construct new Wizard's Towers in cities closer to battle.

Heroes also expand your Wizard's domain. To be exact, they allow your Wizard to cast spells within a one hex radius of the Hero on the overland map. This includes both combat and overland spells. For this purpose, Heroes are invaluable for leading offensives into enemy territory, especially into another Wizard's domain.

Mana

If you wish to cast a spell within your domain, you must also have sufficient Mana stored to do so. Mana can be collected from crystals lying on the ground, but more often, it is produced from converted Power. Power is the term that represents the raw magical energy customarily produced by your Wizard, magical Nodes, and Heroes. Any of your Power that is not used for researching new spells is automatically converted into Mana. If you have sufficient Mana, you can cast the spell. Remember that some spells require an upkeep of Mana each turn even after they are cast; if you run out of Mana, the spell will automatically end. If you need to turn off a spell, do so from the **Active** tab of the **Magic Options**.

Casting Points

In addition to Mana, your Wizard must expend Casting Points (abbreviated CPs) every time he casts a spell. The Mana cost of a spell must be equally matched with an expenditure of CPs. CPs are consumed in two different fashions, one for overland spells and the other for combat spells.

Overland spells, such as summoning spells and enchantments, often take massive amounts of Mana to cast. For a spell that costs 100 Mana to cast, a Wizard with 20 CPs per turn must spend all 20 CPs for five turns to cast the spell. So long as he does not engage in any other CPs consuming activities, the spell will be available five turns in the future to be cast anywhere in the Wizard's domain.

A Wizard with 20 CPs can cast two spells costing 10 CPs each turn.

Combat spells function slightly differently than overland spells. In order to cast a Combat spell that requires 25 CPs, a Wizard must be able to immediately expend all 25 CPs. If your Wizard only has a maximum of 20 CPs per turn, he will not be able to cast that spell in combat. If you use your CPs in combat, they will not be available to use for overland spells after combat. If you were already casting an overland spell and used up 18 of your 20 CPs for a turn in combat, the overland spell would only be advanced by the remaining 2 CPs (essentially making it take an additional turn to cast). If you wish to cast expensive overland spells quickly, you must refrain from using your CPs in combat. If you expect multiple battles within your domain on the same turn, be careful not to use all your CPs in the first fight, or there will be none left over for additional battles.

You can increase your CPs by building a Casting Chamber at your Wizard's Tower or by researching the Casting Specialist skill.

Selecting a Target

Assuming you have the basics of Domain, Mana, and Casting Points covered, you must now know how to select a target when necessary. Once your spell is ready, click on the **Spells** button on the **Magic Options** and hit the **Cast** button. Global spells require no target and will take effect when you hit the **Cast** button. Summoning spells require you to target a hex, one that is not currently occupied by a full 8 units. Enchantment spells (like Enchant

Weapon) that target a unit require one extra step to cast. Once you've hit the **Cast** button, select the unit or his party from the **Main Window**. This will bring up another window that looks a lot like the **Party Options**. Simply click on the unit, or units, that you wish to cast the spell upon. You may select multiple units if you have enough CPs to support casting the spell more than once per turn. After you've highlighted the correct units, hit the **Cast** button once more. Instantaneous spells, such as Divine Storm, simply require you to select a hex or city and the spell will take immediate effect.



Power and Researching

Apart from the meager amounts of Power generated by your Wizard and your Heroes, your main sources of Power are Nodes. Nodes appear in one of seven forms; one node for each sphere of magic. Nodes typically generate 10 Power, but a Node of your specific sphere will generate 20 Power. You can examine your sources of Power from the **Power** tab of the **Magic Options**.



Along with generating the Mana for use in casting spells, **Power** is used to research new spells and skills. The **Research** button (on the **Wizard** tab of the **Magic Options**) will bring up a list of spells/skills you can research and the **Power Slider**. The **Power Slider**, in the lower left hand side of the book, determines how much of your Power goes to Mana and how much of your Power goes to Research. As you move the slider between

Mana and Research, you can see how it affects how long it takes to research new spells/skills. To switch between researchable spells or skills, just hit the button marked **Spells** or **Skills**. ***IMPORTANT:** To increase your Wizard's CPs, the easiest way is to research the **Casting Specialist** skill, which is available on the skill list.*

The list of spells to research is chosen in a mainly random fashion. Unless you are of the Cosmos sphere, the spells you can research will be randomized. The easiest way to increase the odds that a powerful, higher-level spell will appear in your spellbook is to simply research the inexpensive, low-level spells first. A Wizard of the Cosmos sphere can only research the next higher level spells of a sphere after he researches at least two of the previous lower-level spells

Spirits, Shrines, and Quests

Once a city has constructed a Temple Complex, the option to build one of four shrines will become available. Each of the four shrines corresponds to the four major spirits in AoW2. Each shrine will benefit the city directly in some way, such as increased happiness or production, but shrines also have another special effect. Once you've built a shrine to a spirit, it will send you a message and offer you a quest. Each spirit's personality will dictate what kind of quests on which it will send you.

The Spirits

Spirit of War

As you can guess by his name, the Spirit of War loves chaos and combat. Quests from the spirit of war typically involve sowing the seeds of anarchy and warfare. Capturing towns, razing structures, breaking alliances, and casting destructive spells are all examples of what the Spirit of War will ask of you. Rewards from the Spirit of War also usually entail combat-related goodies and can even grant one of your Heroes an additional level on occasion. The Spirit of War sits in opposition to the Spirit of Order.

Spirit of Order

While Spirit of War is a destructive, active force, the Spirit of Order is a reactionary, restorative force. Quests from the Spirit of Order will often involve the construction or rebuilding of destroyed structures and cities. The Spirit of Order dislikes anarchy and combat, so declarations of war and breaking of alliances will upset him. Keeping the Spirit of Order pleased can be tricky, given its distaste for violence, but completing his quests can sometimes earn the reward of a new skill for your Wizard.

Spirit of Nature

The preservation of the natural world is the duty of the Spirit of Nature. As such, this spirit has a strong aversion to anything that will alter the natural landscape of the map. Any sort of spell that tries to manipulate the natural environment will upset the Spirit of Nature. Quests

from the Spirit of Nature usually involve the destruction of 'artificial' objects, such as Gold Mines and Windmills, or the cancellation of nature-altering spells, like Ice Age. The Spirit of Nature will heap the rewards of the planet upon you for completing its quests, particularly huge piles of Gold.

Spirit of Magic

While the Spirit of Magic occasionally clashes with the Spirit of Nature, they do not sit in direct opposition to each other as the Spirits of War and Order do. The Spirit of Magic is primarily interested in maintaining the continual flow of all things magical. When the Spirit of Magic deals out a quest, it often involves the capturing or rebuilding of a magical structure, like a Node or Magic Relay. This spirit strongly dislikes both spells and structures that try to counter magic, so it may ask you to cancel spells such as Spell Ward or Power Leak. As you can probably guess, the Spirit of Magic is especially liberal in rewarding his followers with heaps of Mana crystals.

Quests

When a spirit offers you a quest, you will automatically accept the quest unless you hit the **Decline** button. Some quests, such as Hunt Infidels, have specific time limits in which the quests must be completed. To complete a quest, simply perform the action the spirit asks. If you succeed, a message will appear, usually offering you some kind of choice between rewards. If you select an item as a reward for a quest, it will automatically teleport to your Wizard. Quests come in three levels: Easy (1), Medium (2), and Hard (3).

Spirit Relations

Beyond just quests, however, there are a variety of general actions you can engage in that will either please or displease the spirits. If you please a spirit significantly, it will shower you with rewards. If you displease a spirit, it will deal out punishments on your empire. The general attitudes a spirit can take toward your Wizard are handled much in the same way as Race Relations. Each attitude has a point range assigned to it:

Spirit Attitude	Point Range
Friendly	81 - 100
Polite	61 - 80
Neutral	41 - 60
Wary	21 - 39
Hostile	0 - 20

There are two tables indicating what actions you can take to please or displease the spirits:

General Spirit Relation Modifiers

Name	Spirit Modifier
Quest Succeeded	+10
Quest Failed	-5
Redemption Quest Succeeded *	10 + (Quest Level * 5)
Redemption Quest Failed **	-5
Shrine Sold	-20
Last Shrine Sold ***	-40
Build Shrine of Spirit	+10

Opponent Builds Shrine

-10

- * Redemption Quests are offered when the spirit is angry with you
- ** Fail a Redemption Quest and expect to be punished
- *** Contact with spirit is broken, farewell punishment is possible

Specific Spirit Relation Modifiers

Name of Deed	War Modifier	Order Modifier	Nature Modifier	Magic Modifier
Raze City		-20		
Raze Node				-20
Raze Magic Relay				-20
Alliance Made	-20			
Alliance Broken		-20		
War Declared	+5	-5		
Death Storm Cast			-10	
Pestilence Cast			-10	
Darkland Cast			-10	
Fire Storm Cast			-10	
Fire Domain Cast			-10	
Anarchy Cast	+5	-10		
Ice Age Cast			-10	
Disjunction Cast				-10
Power Leak Cast				-10

Chapter Seven: Diplomacy, Reputation, Race Relations, and Morale

Diplomatic Options



Your Wizard doesn't always need to be at war with every other Wizard in the vicinity. While permanent alliances are not always possible, depending upon the scenario's victory conditions, you still do not need to be at simultaneous war with everyone. To bring up the diplomacy window, click on the **Diplomatic Options** button. In the lineup of Wizards, your Wizard is always pictured at the far left, and each subsequent Wizard you meet will fill an empty spot. The color of the drapes surrounding each Wizard's portrait represents their banner color. Whenever the **Diplomatic Options** come up, your Wizard is selected by default. Underneath each other Wizard's portrait will be a description of the selected Wizard's diplomatic stance

towards them, such as War or Peace. If the line below a Wizard's Portrait is blank, you have no diplomatic relations with them yet.

The **Middle Window** will, by default, display information on your Wizard when you bring up the **Diplomatic Options**. The left half of the window will display your Wizard's reputation, alignment, sphere, who's controlling the Wizard (player or computer), and what skills they possess. You can click on the **Info** button for more information on your Wizard's famous (or infamous) deeds and his background story. The right half of the window will display a list of each race available in that scenario, with a face next to each race representing your Race Relation with that race. Happy faces mean you have good relations with that race, neutral faces mean neutral relations, and angry faces mean bad relations. You can click on each race for more information on why they like (or dislike) you, along with their background story.

Negotiating with other Wizards

When you meet another Wizard, the default diplomatic stance you take towards them is 'Unknown.' In this stance, you can freely move between War and Peace. If you wish to engage the enemy Wizard in War, simply start attacking their parties, cities, or other holdings. If you wish to arrange a Peace, you must contact them directly and ask for it. Clicking on another Wizard's portrait will bring up their vital information in the **Middle Window** and the text underneath each portrait will shift to show that Wizard's various diplomatic stances. The right half of

the **Middle Window** will show a short list of diplomatic options. Typically, the only two options showing here will be **Declare War** or **Negotiate**. **Declare War** does exactly what the name implies. If you wish to **Declare War**, highlight it, then hit the **Select** button or double-click the entry. Otherwise, highlight and hit **Select** or double-click on the **Negotiate** entry to bring up more diplomatic options.

Two columns, much like the ones you see when you bring up the **City Options**, will appear. The column on the left represents your diplomatic assets; the column on the right represents your opponent's. Treaties, such as declarations of war against other Wizards, alliances, etc., are listed on the **Dipl** tab. Also on the **Dipl** tab is a slider for gifts (or demands) of Gold and Mana. The three other tabs, **Struct**, **Spell**, and **Item** will list each Wizard's respective assets in each. You can arrange trades, gifts, demands, and pacts all from this screen. To put something on the table, double click on it or highlight it and hit **Add Offer** or **Add Request**. To take something off of the table, double-click on it or highlight it and a **Remove** button will pop up in the **Middle Window**. Every transaction from the **Struct**, **Spell**, and **Item** tabs has a Mana cost involved, which will be shown above your offer. A helpful advisor will appear in the **Middle Window**, giving you the odds of how successful your proposal will be. Once you've arranged a proposal, if you've got the required Mana for it, hit **Send!**. Otherwise, end negotiations by hitting **Cancel**.

Wizards with similar alignments to yours are easier to deal with than Wizards of opposing alignments. Your

Wizard's reputation also has an impact upon how easy it is to successfully negotiate with other Wizards. While alignment is determined at the start of a scenario, reputation varies depending upon the actions the wizard has taken in that scenario.

Reputation and Fame

While it may not be as tangible as units, cities, Gold, or Mana, reputation still plays a useful role in AoW2. A Wizard with a good reputation can negotiate better deals, attracts more Heroes, and earns a higher score at scenario's end. Two things determine your Wizard's reputation: Fame and Might.

Famous Deeds

Deed Name	Impact on Fame
Make Alliance	+20
Make Peace	+10
Break Alliance	-25
Break Peace	-2
Recruit Hero	+10
Lose Hero	-10
Defeat Enemy Hero	+10
(Re-) Build City+5Raze/Loot a City	-25
Complete Medium Quest	+5
Complete Hard Quest	+10
Defeat Opposing Wizard	+20
Your Wizard Defeated	-20
Charismatic Ability	+20

By default, your Wizard starts with 50 Fame. Your Fame, in relation to your Wizard's overall Might, will determine his reputation. The calculation for Might is as follows:

Strong Might	Your Might > 1.25x Average Might
Normal Might	1.25x Average Might > Your Might > .75x Average Might
Weak Might	.75x Average Might > Your Might

Depending upon how much stronger or weaker you are than the other Wizards, you'll fall into either the Strong, Normal, or Weak Might categories. Your title, determined by your Fame score and Might category, is found in the follow table:

Reputation Title Table

	Very Low Fame 0 - 19	Low Fame 20 - 39	Normal Fame 40 - 59	High Fame 60 - 79	Very High Fame 80 - 99
Strong Might	Terrible	Ruthless	Strong	Great	Magnificent
Normal Might	Infamous	Irresponsible	Average	Renowned	Famous
Weak Might	Pathetic	Unpopular	Weak	Popular	Promising

Simply cross-reference your Fame score with your Might category and you have your reputation title.

Race Relations

Your Wizard has a unique relationship with each of the twelve races in AoW2. Some races will like your Wizard and may offer to join you or assist you in battle should

the opportunity arise. Other races will dislike you and actively try to interfere with your goals. Your race relationships will vary depending upon a variety of factors, including both events that occur during the course of a scenario and your starting conditions. Your starting race will determine your default race relationships with each of the twelve races as show in this table:

Default Starting Race Relations Table

	Human	Tigran	Draco	Frost	Elf	Half Dwarf	Arch	Dark Elf	Orc	Goblin	Undead
Human	F	P	P	P	N	N	N	W	N	N	W
Tigran	P	F	P	P	N	N	N	W	N	N	W
Draco	P	N	F	P	N	N	N	W	N	N	W
Frost	P	N	P	F	N	N	W	N	N	N	W
Elf	N	N	N	N	F	P	P	P	W	W	W
Halfling	N	N	N	N	P	F	P	P	W	W	W
Dwarf	N	N	N	N	P	P	F	P	W	W	W
Archon	W	W	W	W	P	P	P	F	W	W	W
Dark Elf	N	N	N	N	W	W	W	W	F	P	P
Orc	N	N	N	N	W	W	W	W	P	F	P
Goblin	N	N	N	N	W	W	W	W	P	P	F
Undead	W	W	W	W	W	W	W	W	P	P	F

F = Friendly

P = Polite

N = Neutral

W = Wary

H = Hostile

Each race relation title, like Friendly, Neutral, and Hostile, has a point range assigned to it.



Table of Race Relation Title Ranges

Race Relation Title	Point Range of Title
Friendly	80 - 100
Polite	60 - 79
Neutral	40 - 59
Wary	20 - 39
Hostile	0 - 19

Keeping a Friendly or Polite relation with a race will allow you to easily assimilate their cities and troops. Having a Wary or Hostile relation with a race will induce them to actually attack your parties and cities. Your starting relation with each race is also influenced by circumstance and the actions you take towards that race.

Table of Important Race Relation Deeds

Name of Deed	Impact on Race Relation
Build City of Race	+10
Raze City of Race	-30
Loot City of Race	-30
Cancel Looting of Race's City	+20
Realm Consists Primarily of Race	+10
Realm Consists Primarily of Aligned Races	+10
Realm Does not Consist of Aligned Races*	-10
Practitioner of Life Magic (For Good Races)	+10
Practitioner of Life Magic (For Evil Races)	-10
Practitioner of Death Magic (For Evil Races)	+10
Practitioner of Death Magic (For Good Races)	-10
Peace Keeper+20New Turn (Until Default Relation Reached)	+1 or -1

*This special penalty applies only to the Archons and Undead

Morale

Apart from the way your race relations impact your general interactions with races, each unit, party, and city under your control has an individual morale rating. Morale is the representation of how pleased that individual unit, party, or city is with you. If a city is very happy with you, they may finish productions a few turns early. If a city is unhappy with you, they may rebel against you! Units with poor morale may also desert your armies.

Unit Morale

Each unit has a numerical morale rating that is normally equal to your race relationship with his parent race. The categories of Unit Morale are as follows:

Unit Morale Titles Table

Unit Morale Title	Point Range for Title	Unit Stat Modifiers
High	80-100	None
Good	60-79	None
Okay	40-59	None
Poor	20-39	-1 DEF, -1 RES
Terrible	0-19	-2 DEF, -2 RES

A unit's morale rating can be modified by any of the following circumstances.

Unit Morale Modifiers Table

Unit Morale Modifier	Morale Modifier
Friendly Terrain	+10
Hostile Terrain	-10
Panicked	- 80
Insufficient Upkeep	-10 Per Turn (Max -50)
Unit with Bard's Skills in Party	+30
Each Hostile Unit in Party	-10

Party Morale

Each party has an overall Morale value that is roughly equal to the sum of all individual Unit Morales in the party. High-level units exert more influence in determining the total Party Morale than low-level units do. If the unhappy units are stronger than the happy units, the Party Morale will slip into Unrest. If the unhappy units are at least twice as strong as the happy units, the Party Morale will slip into Unruly. If the party status ever drops down to the levels of Unrest or Unruly, there is a chance each turn that units in that party will abandon you.

Party Morale Title	Chance of Units Deserting
Cheerful	0%
Content	0%
Neutral	0%
Unrest	10%
Unruly	50%

The individual units with the lowest Unit Morale will

continue to desert the party until the Party Morale reaches at least Neutral.

City Morale

Like units and parties, each City has a unique relationship with you based primarily upon your race relation with the city's parent race. If you keep your cities happy, they have a chance each turn of freely hurrying their current production. If a city slips into Anarchy, it has a chance to rebel against your empire each turn. The classifications of City Morale are as follows:

City Morale Title	Point Range for Title	Chance of Rebellion per Turn
Cheerful	81 - 100	0%
Content	61 - 80	0%
Stable	41 - 60	0%
Oppressed (Unrest*)	21 - 40	0% (0%*)
Slavery (Anarchy*)	0 - 20	0% (50%*)

* Second title is used when city rebelling forces are stronger than your units present in city.

City Morale is based on your race relation, but it is modified for each city-based terrain and certain structures. The list of City Morale modifiers is as follows:

Name City Morale

Modifier



Friendly Terrain	+10
Hostile Terrain	-10
Temple Complex	+20
Shrine of Order	+40

Racial Friendly and Hostile Terrains

Many races have some sort of friendly or hostile terrain that will give them a slight morale boost/penalty. Terrain bonuses/penalties apply to Unit, Party, and City Morale.

Racial Terrain Bonus/Penalty Table

Race	Racial Friendly Terrains	Racial Hostile Terrains
Archon	None	None
Dark Elf	Dirt	None
Draconian	None	None
Dwarf	Dirt	None
Elf	Grass	Wasteland
Frostling	Snow, Ice	Desert
Goblin	Dirt	None
Halfling	Grass	Wasteland
Human	None	None
Orc	None	None
Tigran	Desert	Snow, Ice
Undead	Wasteland	Grass

Chapter Eight: The Age of Wonders Editor

For those players whose creative juices flow strong and fast, Age of Wonders 2 includes AoW2Ed, the very same tool that the developers used when creating The Wizard's Throne. Using AoW2Ed, you can design and create your own scenarios for use with Age of Wonders 2. This chapter will take you through the basics of creating an Age of Wonders 2 map. ***Important:** Before attempting to create your own Age of Wonders 2 content, you should have a thorough understanding of the underlying concerns facing players of the game. Creating a map that is fun to play and is fair to all players is very difficult, and is nearly impossible without having mastered the mechanics of play beforehand.*

The Setup

After opening AoW2Ed, you will be presented with a lovely gray screen. At this point, you have three options: you can create a new scenario from scratch; you can edit a current scenario; or you can have the game design a random map, and then edit that to your heart's content. For now, let's create a blank scenario and go from there. Click **File**, then **New**. The **New Map** options will appear.

Specify your desired map size—Small (64x48 hexes), Medium (96x72), Large (128x96), or Extra Large



(192x144). Larger maps lend themselves to more players, while smaller maps provide enough space for more personal, one-on-one battles.

Next, select whether you wish to include an underground tunnel system, or would rather stick to surface-based gaming only. Maps with a well-designed underground layer add another dimension to play, in that players who do not carefully watch the goings-on underground can quickly find an invading army on their soil, having come seemingly out of nowhere. Maps with a poorly-designed underground layer, however, can be extremely tedious to play, so we'll stick to a surface-only map for this tutorial.

Finally, select what type of terrain you would like your map to initially contain.

For our trial run, select a **Small** map size, with **Surface** only level, and **Grass** as the initial Terrain Type. Click 'OK.' The Editor will create your map and fill it with grass for you.

Before we jump to the nitty-gritty of filling out the map, let's flesh out the scenario's story, included parties, initial settings, and goals. Click **Options**, and then **Map Settings**. This will bring up the 4-tab **Map Setting** dialog box. Under the **General** tab, you can set the map's in-game name, author(s), password for editing, in-game description, and musical selection. Let's call our map 'Battle of Stratos.' Enter any description you like, and add a few songs to the play list. Click on the **Settings** tab to continue.

This tab allows you to define the number of players and heroes, which races may appear on the map, special victo-



ry conditions, and level of Independent AI. Let's include two players and two heroes apiece, the Tigran and Draconian races, no special victory conditions, and Normal Independent AI. Once you've made your changes, click on the **Players** tab.

Here, we can define each faction's Wizard, starting gold, mana, and income, and write up the factions' objectives for the scenario. Let's leave the Wizards alone, but change Player 1's type to Human. Checking the **Fixed** box would force this choice on the player. Make Player 1's **Start Race** the Tigrans, and increase both **External Incomes** (essentially free income that the players will receive regardless of their activities) to ten. Both players' **Objective** should be 'Secure the bustling town of Stratos, then eliminate any resistance.' Click the **Diplomacy** tab to continue.

Here, you'll see a table showing the current state of relations between our two Wizards. Click on either of the question marks until they change to a pair of crossed swords, indicating that the Wizards are at war with each other. After all, what fun would a scenario without tension be? Click **OK** to close the **Map Settings** dialog.

The Development

Now let's take a look at AoW2Ed's general interface. The **Toolbar**—the row of icons running across the top of the screen—controls the basic operation of the editor.



The first two icons on the toolbar allow you to **Open** and **Save** map files, respectively. It's a good idea to save your progress often.

The third icon will **Validate** your map, looking for errors and ensuring that the map will be playable in-game.

The next series of three icons allows you to choose a small (1 hex), medium (7 hex), or large (19 hex) **Brush Size**. Next up are the **Level Up** and **Level Down** icons. If your map includes an underground layer, these icons will switch your view between them.

Following these icons are the **Raise** and **Lower Terrain**, **Erase**, and **Object Selection** tools. Raise and Lower Terrain will allow you to, well, raise and lower the terrain. The Eraser will toggle your cursor between placing things on the map and removing them. The Object Selection tool allows you to select objects and view/edit their details.

Next is the **Terrain Overwrite** toggle, which will either allow or disallow the overwriting of placed terrain.

Finally, the **Preview** button will switch to a game-engine view of your map.



The **Map Window** is the large area on the left half of the screen which shows a section of your map and allows you to place, remove, and edit objects. This is your window into the goings-on of the scenario. All actual interaction with the map takes place here. The arrow keys will scroll around the map.

Finally, the right-hand portion of the screen contains two tabs. The **Map** tab contains a mini-map of your scenario (the overlaid rectangle on this map represents the portion of the map displayed in the **Map Window** to the left), various tile options, and all of the Tiles, Units, Wizards, Heroes, and Items which you can place into your little world. For the ambitious, the **Events** tab allows you to create triggerable events that will cause a specific action to take place. For example, you could have the game display a specific message when a player first views the city of

Stratos. For this tutorial, however, we'll stick to the basics, and won't delve into scripting.

Let's get cracking on our scenario. As we stated earlier, this map will feature the Tigrans and the Draconians duking it out for control of the city of Stratos. We'll start the Tigrans in the western portion of the map, with the Draconians in the east. Stratos will be located in the midst of a dangerous mountain range near the center of the map.

Select the medium-sized brush on the toolbar, then click **Tiles** on the right-hand portion of the screen. Click the **Grass** terrain, and then choose a mountain type. Fill out the four corners of the map with mountain ranges. You can de-select the current object and switch the cursor to the **Object Selection** tool at any time by right-clicking. After you've placed mountains around the edges of the map, select the road option on the top left of the right-hand area. Run a road across the map from east to west, with a few minor curves along the way. Add a 2nd road branching off from the first in the middle half of the map, so that the road looks like an 'O' in the middle. This will be the road surrounding the magical city of Stratos.

Now click the **Places** terrain, and select the city from the available choices. Place a city in the middle of the 'O' road. Click the **Object Selection** tool on the toolbar, and then click on your newly-placed city. Right-click the city, and choose **Edit**. This will bring up the **Properties** dialog. From this dialog, you can specify the exact settings your city will have. Name the city Stratos, ensure that the **Player** setting is 'Independents,' and fill the city with the **Race of Elves**. Change the city's **Size** to 'City,' and give it

'Strong' **Defenders**. In the **Upgrades** section, select 'Wooden Wall' to make it even more difficult for players to take the city. Click **OK**.

Place a mine, a watchtower, and a couple of windmills around the city, and then lay some hills and mountains around it all. Stick a couple of well-defended camp sites in the general vicinity as well, to add the 'dangerous' to our 'dangerous mountain range.' Decorate with some trees, and then we'll move on.

Once you're done with the immediate surroundings of Stratos, let's place the base cities of the two players. Place a village on either end of our main road. Name the western village Tigris, give control of the city to your Tigran Wizard, and leave the rest of the options to their defaults. Name the eastern village Dracos, and give control to the Draconian Wizard. Click the **Wizards** tab, and place each Wizard in his respective city.

Click the **Units** tab, and place a couple of Tigran units outside of Tigris, and some Draconian units outside of Dracos. Use low-level units, since the players of this map won't have a lot of resources with which to support higher-level parties. Remember to edit their properties and give them to the correct Player.

Run a second road from Tigris down around the southern portion of the map, and have it meet up again with the main road just outside of Dracos.

At the center of the southern road, place a Dragon's Lair, with 'Average' defenders. Click the **Items** tab, and place an item for your players to find within the Lair.



Fill out the map to your delight, adding in some small independent outposts, mines, watch towers, and windmills along the roads. Note that you can create your own Heroes and Items, allowing you to customize your creation to your will.

The Testing

Map editing is an extremely touchy undertaking. The map that we just created will likely be rather boring to play, as it contains a small map that is relatively sparsely decorated and populated. Players start with one village, their Wizard, a small party, and nothing else. Many turns will be spent working to field a competent army, and to scout out the surrounding territory. Since not much time was spent fleshing out the map, this process will be rather boring for the players.

Additionally, there's a good chance that one player will have an advantage over the other. Perhaps the city of Stratos is closer to one player's starting location than to that of the other. Or maybe your placement of resources favors the Tigran location. In map design, countless factors affect the intrigue, balance, and general playability of a scenario. When creating a quality map, you'll find that it's not uncommon to spend much more time *play testing* a map than you'll spend actually placing structures. Play a few matches on your new map—from both players' perspectives. Use different tactics each time. Try to pretend that you are a regular player, playing your map for the first time. Make sure that the map is fun to play.



Mapmaking takes patience; never try to rush a scenario to completion before its time.

Finally, be sure to use the built-in **Validate** option before playing a new map. This will find any true errors in your scripting and placement before you have to experience them in-game.

The End

When you believe you've got your map feeling fair and fun, send it out to some friends, and listen to their feedback—it's tough to objectively test your own map.

With enough practice, you'll be able to create wonderful maps. Mapmaking for Age of Wonders 2 can be almost as fun as playing the game itself!


Appendix One: Units


Elves

Elves are immortal, living a life without end. These delicate and graceful beings are the elders of this world. Elves have close ties to nature and to the forces of life. While they love music, lore, and dance, they are solitary beings. When intruders come to their forests they seldom escape, and those who are taken from an Elven forest, after having dwelt among elves, often die of broken hearts and unspoken remorse.


In times past, Elves ruled all the lands, but they were generous with the lesser creatures and nurtured all life. Some say it was their downfall. Archons refer to the Elves as "The Firstlings," and preach that Elves serve to rejuvenate fallen worlds and prepare the way to a world of magical wonders. In their past, they welcomed the human race, and were betrayed. Such has been the source of much strife between the two races—and Elven memories are long.

Priest Unit	High Priest	Priest units and Common Machines can be found in the Non-Race Specific Units section.
Available Siege Machines	Pioneer Ballista Catapult Cannon Galley Transport Ship	

	Attack	5	Damage	4
	Defense	4	Resistance	5
	Hits	8	Moves	36
	Cost	20	Level	1
	Alignment	Good	Size	Medium
	Unit Type	Humanoid	Gender	Male
	Requires	None	Abilities	Walking, Forestry, Strike, Concealment
Abilities Added at Silver			Abilities Added at Gold	

	Attack	7	Damage	5
	Defense	6	Resistance	5
	Hits	12	Moves	24
	Cost	30	Level	1
	Alignment	Good	Size	Medium
	Unit Type	Humanoid	Gender	Male
	Requires	Barracks	Abilities	Walking, Forestry, Strike, Block
Abilities Added at Silver			Abilities Added at Gold	

	Attack	0	Damage	0
	Defense	4	Resistance	5
	Hits	10	Moves	24
	Cost	30	Level	1
	Alignment	Good	Size	Medium
	Unit Type	Humanoid	Gender	Male
	Requires	Barracks	Abilities	Walking, Forestry, Marksmanship I, Archery
Abilities Added at Silver Marksmanship II			Abilities Added at Gold Marksmanship III	

	Attack	5	Damage	4
	Defense	4	Resistance	8
	Hits	10	Moves	24
	Cost	30	Level	2
	Alignment	Good	Size	Medium
	Unit Type	Humanoid	Gender	Female
	Requires	War Hall	Abilities	Walking, Forestry, Magic Strike, Seduce, Swimming
Abilities Added at Silver			Abilities Added at Gold	

Scout



Attack	9	Damage	7
Defense	7	Resistance	6
Hits	15	Moves	40
Cost	70	Leve	12
Alignment	Good	Size	Large
Unit Type	Humanoid	Gender	Male
Requires	War Hall	Abilities	Walking, Forestry, Charge, Strike, Mounted, Vision 1

Abilities Added at Silver

Abilities Added at Gold

Druid



Attack	10	Damage	7
Defense	8	Resistance	14
Hits	15	Moves	36
Cost	90	Level	3
Alignment	Good	Size	Medium
Unit Type	Humanoid	Gender	Male
Requires	Champions Guild	Abilities	Walking, Forestry, Concealment, Strike, Control Animal, Entangle, Swimming

Abilities Added at Silver

Abilities Added at Gold

IronMaiden



Attack	14	Damage	9
Defense	10	Resistance	12
Hits	18	Moves	40
Cost	220	Leve	13
Alignment	Pure Good	Size	Large
Unit Type	Humanoid	Gender	Female
Requires	Champions Guild	Abilities	Walking, Forestry, Holy Champion, Magic Strike, Charge, Strike, Phase, Magical Mount, Willpower

Abilities Added at Silver

Abilities Added at Gold

FairyDragon



Attack	14	Damage	11
Defense	14	Resistance	16
Hits	22	Moves	40
Cost	340	Leve	14
Alignment	Good	Size	Extra Large
Unit Type	Creature	Gender	Male
Requires	Champions Guild, Masters Guild, Sanctuary	Abilities	Strike, Flying, Dragon, Magical Protection, Magic Strike, Phase, Vision II, True Seeing

Abilities Added at Silver

Abilities Added at Gold

Archons

These otherworldly beings fight fiercely for life, order, and good. Their soldiers strike with the holy power of the living. Archons fight for just causes, preaching virtue and obedience to their subjects. They seldom seek to overrun any kingdom and instead seem to appear where they might most likely be overpowered. Still, the Archons persevere and are fearless in the face of death.

Historically, the Archons have shared close relations with the Elves, but in recent centuries the Elves and Archons have known their share of strife. The Archons claim that the Elves betrayed their promises and have gone astray. Though the Archons were defeated in their claim and were forced to reconsider their indignation, they clearly despise the dishonesty found among some Elven leaders. Archons guard their powers with holy orders and rituals that prevent deception.

Priest Unit

High Priest

Priest units and Common Machines can be found in the Non-Race Specific Units section.

Available Siege Machines

Pioneer
Ballista
Catapult
Cannon
Galley
Transport Ship

Militia



Attack	5	Damage	5
Defense	5	Resistance	5
Hits	10	Moves	24
Cost	20	Level	1
Alignment	Pure Good	Size	Medium
Unit Type	Humanoid	Gender	Male
Requires	None	Abilities	Walking, Holy Strike, Holy Protection, Strike
Abilities Added at Silver		Abilities Added at Gold	

Legionary



Attack	7	Damage	5
Defense	7	Resistance	5
Hits	12	Moves	24
Cost	35	Level	1
Alignment	Pure Good	Size	Medium
Unit Type	Humanoid	Gender	Male
Requires	Barracks	Abilities	Walking, Holy Strike, Holy Protection, Strike, Block
Abilities Added at Silver		Abilities Added at Gold	

Archer



Attack	0	Damage	0
Defense	5	Resistance	5
Hits	10	Moves	24
Cost	30	Level	1
Alignment	Pure Good	Size	Medium
Unit Type	Humanoid	Gender	Male
Requires	Barracks	Abilities	Walking, Holy Protection, Archery
Abilities Added at Silver		Abilities Added at Gold	

Avenger



Attack	9	Damage	7
Defense	9	Resistance	13
Hits	15	Moves	28
Cost	80	Level	2
Alignment	Pure Good	Size	Medium
Unit Type	Humanoid	Gender	Male
Requires	War Hall	Abilities	Walking, Holy Strike, True Seeing, Holy Champion, Holy Immunity, Death Immunity, Holy Bolts, Turn Undead, Strike, Willpower

Abilities Added at Silver

Abilities Added at Gold

Paladin



Attack	9	Damage	7
Defense	8	Resistance	6
Hits	16	Moves	40
Cost	80	Level	2
Alignment	Pure Good	Size	Large
Unit Type	Humanoid	Gender	Male
Requires	War Hall	Abilities	Walking, Holy Strike, Holy Protection, Charge, Strike, True Seeing, Mounted, Turn Undead

Abilities Added at Silver

Abilities Added at Gold

Pegasus Rider



Attack	12	Damage	8
Defense	8	Resistance	8
Hits	17	Moves	40
Cost	160	Level	3
Alignment	Pure Good	Size	Large
Unit Type	Humanoid	Gender	Female
Requires	Champions Guild	Abilities	Holy Strike, Holy Protection, Charge, Vision II, Flying, Strike, Mounted

Abilities Added at Silver

Abilities Added at Gold

Charioteer



Attack	13	Damage	9
Defense	12	Resistance	8
Hits	22	Moves	40
Cost	130	Level	3
Alignment	Pure Good	Size	Large
Unit Type	Humanoid	Gender	Male
Requires	Champions Guild	Abilities	Holy Strike, Strike, Holy Protection, Marksmanship I, Archery, Walking, Charge, Mounted
Abilities Added at Silver		Abilities Added at Gold	
		Marksmanship II	
		Marksmanship III	

Titan



Attack	15	Damage	12
Defense	15	Resistance	12
Hits	32	Moves	36
Cost	375	Level	4
Alignment	Pure Good	Size	Extra Large
Unit Type	Humanoid	Gender	Male
Requires	Champions Guild, Masters Guild, Sanctuary	Abilities	Holy Strike, Holy Protection, Walking, Fire Immunity, Round Attack, Strike, Vision I
Abilities Added at Silver		Abilities Added at Gold	

Halflings

To Halflings, every day is an idyllic dream, filled with the possibility of simple pleasures and prosperity. Halflings are the masters of happiness, always in search of fun. As a result, there are many factions among the Halflings. From the pious priests who seek joy in the service of doing good to others, to the eccentric pranksters, and to the celebrant drunkards filled with any brew that might bring them closer to a stupor of laughter and song, the Halflings seek joy.

Because they lack aggression, Halflings have relatively crude weaponry, preferring to pelt their enemies with many stones. Their toughest brawler in each town is given the honorary title of "Sheriff". The Sheriff is given a bright red uniform, making him the most obvious target, while all the other Halflings of the town find ways to excuse themselves from battle.

Priest Unit

High Priest

Priest units and Common Machines can be found in the Non-Race Specific Units section.

Available Siege Machines

Pioneer
Ballista
Catapult
Cannon
Galley
Transport Ship

Peasant



Attack	4	Damage	4
Defense	4	Resistance	6
Hits	8	Moves	20
Cost	15	Level	1
Alignment	Good	Size	Small
Unit Type	Humanoid	Gender	Male
Requires	None	Abilities	Walking, Strike, Concealment, First Strike, Forestry
Abilities Added at Silver		Abilities Added at Gold	

Swordsman



Attack	6	Damage	5
Defense	7	Resistance	6
Hits	10	Moves	20
Cost	25	Level	1
Alignment	Good	Size	Small
Unit Type	Humanoid	Gender	Male
Requires	Barracks	Abilities	Walking, Strike, Block, Forestry
Abilities Added at Silver		Abilities Added at Gold	

Slinger



Attack	0	Damage	0
Defense	5	Resistance	6
Hits	8	Moves	20
Cost	25	Level	1
Alignment	Good	Size	Small
Unit Type	Humanoid	Gender	Male
Requires	Barracks	Abilities	Walking, Hurl Stones, Marksmanship I, Forestry

Abilities Added at SilverMarksmanship II Abilities Added at GoldMarksmanship III

Rogue



Attack	7	Damage	6
Defense	7	Resistance	8
Hits	14	Moves	20
Cost	40	Level	2
Alignment	Good	Size	Small
Unit Type	Humanoid	Gender	Male
Requires	War Hall	Abilities	Walking, Concealment, Marksmanship I, Wall Climbing, Strike, Poison Darts, Forestry

Abilities Added at SilverMarksmanship II Abilities Added at GoldMarksmanship III

Pony Rider



Attack	8	Damage	6
Defense	9	Resistance	7
Hits	14	Moves	28
Cost	60	Level	2
Alignment	Good	Size	Medium
Unit Type	Humanoid	Gender	Male
Requires	War Hall	Abilities	Walking, Charge, Strike, Mounted, Forestry

Abilities Added at Silver

Abilities Added at Gold

Sheriff



Attack	10	Damage	7
Defense	10	Resistance	9
Hits	20	Moves	28
Cost	110	Level	3
Alignment	Good	Size	Medium
Unit Type	Humanoid	Gender	Male
Requires	Champions Guild	Abilities	Walking, Strike, Charge, Leadership I, Mounted, Bard's Skills, Smoky Haze, Forestry

Abilities Added at SilverLeadership II Abilities Added at GoldLeadership III

Eagle Rider



Attack	8	Damage	6
Defense	9	Resistance	7
Hits	14	Moves	40
Cost	100	Level	13
Alignment	Good	Size	Extra Large
Unit Type	Humanoid	Gender	Male
Requires	Champions Guild	Abilities	Charge, Flying, Vision II, Strike, Mounted

Abilities Added at Silver

Abilities Added at Gold

Leprechaun



Attack	10	Damage	7
Defense	17	Resistance	18
Hits	14	Moves	28
Cost	280	Level	4
Alignment	Good	Size	Small
Unit Type	Humanoid	Gender	Male
Requires	Champions Guild,	Abilities	Walking, Forestry, Magic Strike, Regeneration, Invisibility, Magic Bolts, Dispel Magic, Strike, Swimming, Phase, Blurred, Willpower, Sabotage

Abilities Added at SilverMarksmanship I Abilities Added at GoldMarksmanship II

Dwarves

Dwarves are hardy mountain kin that live in the earth and rugged places of the land. A good Dwarf values strength and hard work. Their minds are slow to the subtle ways of diplomacy, preferring to strike their enemies with the force of their blows instead of with words. They love to create things and find great satisfaction in building vast structures adorned with the treasures discovered deep within the earth. Dwarves are strong fighters, some preferring to forego armor and shields to wield two axes and pure rage.

Dwarven women are sturdy and nearly as tough as their men folk. According to Dwarven tradition, a Dwarven male that is unable to best his wife in a show of physical strength becomes an Engineer. When Dwarves accumulate enough resources they create mighty machines capable of destroying entire armies and blasting holes in the most formidable castle walls.

Priest Unit	High Priest	Priest units and Common Machines can be found in the Non-Race Specific Units section.
Available Siege Machines	Pioneer Ballista Catapult Cannon Galley Transport Ship	

Axeman



Attack	6	Damage	5
Defense	6	Resistance	5
Hits	12	Moves	20
Cost	30	Level	1
Alignment	Good	Size	Medium
Unit Type	Humanoid	Gender	Male
Requires	None	Abilities	Walking, Cave Crawling, Poison Protection, Mountaineering, Strike, Block

Abilities Added at Silver

Abilities Added at Gold

Crossbowman



Attack	0	Damage	0
Defense	6	Resistance	5
Hits	10	Moves	20
Cost	30	Level	1
Alignment	Good	Size	Medium
Unit Type	Humanoid	Gender	Male
Requires	Barracks	Abilities	Cave Crawling, Poison Protection, Mountaineering, Walking, Fire Crossbow

Abilities Added at SilverMarksanship I

Abilities Added at GoldMarksanship II

Berserker



Attack	8	Damage	6
Defense	5	Resistance	7
Hits	13	Moves	28
Cost	40	Level	1
Alignment	Good	Size	Medium
Unit Type	Humanoid	Gender	Male
Requires	Barracks	Abilities	Walking, Cave Crawling, Poison Protection, Mountaineering, Strike, Double Strike, Willpower

Abilities Added at Silver

Abilities Added at Gold

Boar Rider



Attack	9	Damage	7
Defense	8	Resistance	7
Hits	17	Moves	32
Cost	90	Level	2
Alignment	Good	Size	Large
Unit Type	Humanoid	Gender	Male
Requires	War Hall	Abilities	Walking, Charge, Cave Crawling, Mountaineering, Poison Protection, Strike, Mounted

Abilities Added at Silver

Abilities Added at Gold

Engineer



Attack	6	Damage	6
Defense	6	Resistance	6
Hits	12	Moves	20
Cost	60	Level	2
Alignment	Good	Size	Medium
Unit Type	Humanoid	Gender	Male
Requires	War Hall	Abilities	Walking, Cave Crawling, Mountaineering, Poison Protection, Strike, Repair Machine, Sabotage

Abilities Added at Silver

Abilities Added at Gold

Mole



Attack	12	Damage	9
Defense	9	Resistance	8
Hits	21	Moves	32
Cost	150	Level	3
Alignment	Good	Size	Large
Unit Type	Humanoid	Gender	Male
Requires	Champions Guild	Abilities	Walking, Cave Crawling, Tunneling, Mountaineering, Poison Protection, Night Vision, Strike, Wall Crushing, Mounted

Abilities Added at Silver

Abilities Added at Gold

Runemaster

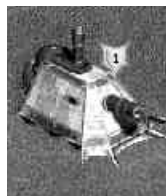


Attack	12	Damage	10
Defense	14	Resistance	13
Hits	23	Moves	24
Cost	190	Level	3
Alignment	Good	Size	Medium
Unit Type	Humanoid	Gender	Male
Requires	Champions Guild	Abilities	Walking, Cave Crawling, Mountaineering, Fire Immunity, Fire Strike, Magic Protection, Strike, Poison Protection

Abilities Added at Silver

Abilities Added at Gold

Steam Tank



Attack	0	Damage	0
Defense	14	Resistance	14
Hits	32	Moves	20
Cost	300	Level	4
Alignment	None	Size	Extra Large
Unit Type	Siege Machine	Gender	Male
Requires	Champions Guild, Masters Guild, Sanctuary	Abilities	Walking, Poison Immunity, Cold Protection, Steam, Fire Cannon, Marksmanship I


Abilities Added at Silver: Marksmanship II
Abilities Added at Gold: Marksmanship III


Humans


Humans are a strange mix of all races. Some desire to invent and build things. Others desire to rule and wield power, while many are content to sit in the shade of the trees and tell stories to children. Some humans are deeply spiritual, while others show a knack for learning powers that were thought forgotten. Their governments are in a state of constant evolution, while every individual is of their own mind.

Their unpredictable nature has brought them to the brink of extinction. During times of peace, the Humans grew too great among themselves, and they drove from the world many races and creatures. All their expansion did not pass the notice of the destructive forces from Evermore, and soon they were scourged nigh unto oblivion. Still, Humans are resourceful, and when organized they manage to be more efficient in their production of goods than most races.


Priest Unit	Monk	Priest units and Common Machines can be found in the Non-Race Specific Units section.
Available Siege Machines	Pioneer Ballista Catapult Cannon Galley Transport Ship	

Halberdier	Attack 5	Damage 5
	Defense 5	Resistance 5
	Hits 10	Moves 24
	Cost 20	Level 1
	Alignment Neutral	Size Medium
	Unit Type Humanoid	Gender Male
	Requires None	Abilities Walking, Strike, First Strike
	Abilities Added at Silver	Abilities Added at Gold

Infantry	Attack 7	Damage 5
	Defense 7	Resistance 5
	Hits 12	Moves 24
	Cost 30	Level 1
	Alignment Neutral	Size Medium
	Unit Type Humanoid	Gender Male
	Requires Barracks	Abilities Walking, Strike, Block
	Abilities Added at Silver	Abilities Added at Gold

Crossbowman	Attack 0	Damage 0
	Defense 5	Resistance 5
	Hits 10	Moves 24
	Cost 30	Level 1
	Alignment Neutral	Size Medium
	Unit Type Humanoid	Gender Male
	Requires Barracks	Abilities Walking, Fire Crossbow
	Abilities Added at Silver	Abilities Added at Gold

Swashbuckler	Attack 8	Damage 5
	Defense 7	Resistance 5
	Hits 12	Moves 24
	Cost 60	Level 2
	Alignment Neutral	Size Medium
	Unit Type Humanoid	Gender Male
	Requires War Hall	Abilities Walking, Strike, Taunt, Fire Pistol, Swimming
	Abilities Added at Silver	Abilities Added at Gold

Cavalry	Attack 9	Damage 7
	Defense 8	Resistance 5
	Hits 16	Moves 40
	Cost 70	Level 2
	Alignment Neutral	Size Large
	Unit Type Humanoid	Gender Male
	Requires War Hall	Abilities Walking, Charge, Strike, Mounted
	Abilities Added at Silver	Abilities Added at Gold

Witch



Attack	8	Damage	6
Defense	6	Resistance	13
Hits	13	Moves	24
Cost	80	Level	3
Alignment	Neutral	Size	Medium
Unit Type	Humanoid	Gender	Female
Requires	Champions Guild	Abilities	Walking, Strike, Magic Bolts, Life Stealing, Death Strike, Physical Protection, Poison Protection

Abilities Added at Silver

Abilities Added at Gold

Knight



Attack	14	Damage	9
Defense	12	Resistance	8
Hits	20	Moves	3240
Cost	140	Level	3
Alignment	Neutral	Size	Large
Unit Type	Humanoid	Gender	Male
Requires	Champions Guild	Abilities	Walking, Charge, Strike, Willpower, Mounted

Abilities Added at Silver

Abilities Added at Gold

Air Galley



Attack	0	Damage	0
Defense	10	Resistance	10
Hits	30	Moves	40
Cost	330	Level	4
Alignment	None	Size	Extra Large
Unit Type	Siege Machine	Gender	It
Requires	Champions Guild, Abilities		Shoot Javelin, Transport VII, Flying, Marksmanship I, Vision II

Abilities Added at Silver Marksmanship II Abilities Added at Gold Marksmanship III

Draconians

When the Human race rose to power, the race of dragons, especially the young dragons, suffered a terrible price. Among the Humans, dragons were more valuable dead than alive. Hunted for glory, sport, and money, the humans devastated the dragon kin.

The dragons turned to Wizards of Evermore, who used powerful magic to create a new breed of followers. They sacrificed their remaining young for the power to keep the humans at bay. The dragons unleashed the powers in their eggs, vowing that once they achieved supremacy they would reform themselves into ancient dragonkind again.

Draconians share many of the same faults as humanity. With savage ambition they plot for power in the world. For this reason, Humans and Draconians often join together in alliance. Most Draconians employ only crude tools, preferring to use their natural powers. When they gather together a sufficient population they may even flatter dragons to join their nation.

Priest Unit

Monk

Priest units and Common Machines can be found in the Non-Race Specific Units section.

Available Siege Machines

Pioneer
Ballista
Catapult
Cannon
Galley
Transport Ship

Hatchling



Attack	5	Damage	5
Defense	6	Resistance	5
Hits	10	Moves	28
Cost	30	Level	1
Alignment	Neutral	Size	Medium
Unit Type	Creature	Gender	Male
Requires	None	Abilities	Walking, Strike, Poison Strike, Venomous Spit

Abilities Added at Silver Marksmanship I Abilities Added at Gold Marksmanship II

Charger



Attack	7	Damage	5
Defense	7	Resistance	5
Hits	12	Moves	28
Cost	35	Level	1
Alignment	Neutral	Size	Medium
Unit Type	Humanoid	Gender	Male
Requires	Barracks	Abilities	Walking, Charge, Strike

Abilities Added at Silver

Abilities Added at Gold

Flamer



Attack	5	Damage	5
Defense	6	Resistance	5
Hits	10	Moves	24
Cost	40	Level	1
Alignment	Neutral	Size	Medium
Unit Type	Humanoid	Gender	Male
Requires	Barracks	Abilities	Walking, Strike, Fire Protection, Fire Strike, Cold Weakness, Fire Breath

Abilities Added at Silver Fire Immunity Abilities Added at Gold

Crusher



Attack	10	Damage	8
Defense	7	Resistance	6
Hits	20	Moves	24
Cost	80	Level	2
Alignment	Neutral	Size	Extra Large
Unit Type	Humanoid	Gender	Male
Requires	War Hall	Abilities	Walking, Strike, Wall Crushing

Abilities Added at Silver Fire Protection

Abilities Added at Gold Fire Immunity

Slither



Attack	9	Damage	6
Defense	6	Resistance	5
Hits	12	Moves	24
Cost	60	Level	2
Alignment	Neutral	Size	Large
Unit Type	Creature	Gender	Male
Requires	War Hall	Abilities	Walking, Poison Strike, Strike, Concealment, Poison Immunity, Wall Climbing, Venomous Spit

Abilities Added at Silver Marksmanship I

Abilities Added at Gold Marksmanship II

Elder



Attack	8	Damage	6
Defense	7	Resistance	14
Hits	18	Moves	24
Cost	90	Level	3
Alignment	Neutral	Size	Medium
Unit Type	Humanoid	Gender	Male
Requires	Champions Guild	Abilities	Walking, Magic Strike, Strike, Magic Bolts, Magic Protection, True Seeing

Abilities Added at Silver Marksmanship I Abilities Added at Gold Marksmanship II

Flyer



Attack	13	Damage	8
Defense	9	Resistance	9
Hits	18	Moves	40
Cost	130	Level	3
Alignment	Neutral	Size	Large
Unit Type	Humanoid	Gender	Male
Requires	Champions Guild	Abilities	Flying, Strike, Poison Immunity, Poison Strike, Vision II

Abilities Added at Silver

Abilities Added at Gold

Red Dragon



Attack	16	Damage	10
Defense	12	Resistance	14
Hits	30	Moves	40
Cost	370	Level	4
Alignment	Neutral	Size	Extra Large
Unit Type	Creature	Gender	Male
Requires	Champions Guild	Abilities	Flying, Cause Fear, Magic Strike, Vision II, Strike, Fire Immunity, Fire Breath, Dragon

Abilities Added at Silver

Abilities Added at Gold

Frostlings

It is the fate of the Frostlings to remain on the brink of starvation, surrounded by frozen lands and jewels of desolate ice. Despite their limited means, they have remarkable resourcefulness and a natural ability to draw in elemental magic. Many have learned to cross the toughest terrain effortlessly, thus enabling them to raid the domains of their rival races and then retreat into the less hospitable lands for safety. They have learned to handle some of the creatures of the tundra and have formidable powers to fertile lands into more icy terrain.

Frostlings appear similar to Goblins in form, but they do not possess a goblin's mind. In times of peace and abundance, the Frostlings have forged legendary structures, and adorn their world with glittering diamonds made of ice. A thousand legends surround the enigmatic Frost Queen who often takes shelter among Frostling cities, while the lights of the northern sky blink, crackle and bend to protect the Frostlings from malicious forces desiring to steal their secrets.

Priest Unit

Monk

Priest units and Common Machines can be found in the Non-Race Specific Units section.

Available Siege Machines

Pioneer
Ballista
Catapult
Cannon
Galley
Transport Ship

Snowscaper



Attack	5	Damage	5
Defense	4	Resistance	6
Hits	8	Moves	20
Cost	15	Level	1
Alignment	Neutral	Size	Small
Unit Type	Humanoid	Gender	Male
Requires	None	Abilities	Walking, Cold Protection, Strike, Fire Weakness, Frost Bolts

Abilities Added at Silver: Marksmanship I

Abilities Added at Gold: Marksmanship II

Raider



Attack	7	Damage	5
Defense	6	Resistance	6
Hits	10	Moves	20
Cost	25	Level	1
Alignment	Neutral	Size	Small
Unit Type	Humanoid	Gender	Male
Requires	Barracks	Abilities	Walking, Cold Protection, Strike, Block, Fire Weakness

Abilities Added at Silver

Abilities Added at Gold

Shard Thrower



Attack	0	Damage	0
Defense	4	Resistance	6
Hits	10	Moves	20
Cost	25	Level	1
Alignment	Neutral	Size	Small
Unit Type	Humanoid	Gender	Male
Requires	Barracks	Abilities	Walking, Cold Protection, Archery, Fire Weakness

Abilities Added at Silver Marksmanship I Abilities Added at Gold Marksmanship II

Wolf Raider



Attack	9	Damage	7
Defense	8	Resistance	6
Hits	14	Moves	28
Cost	65	Level	2
Alignment	Neutral	Size	Medium
Unit Type	Humanoid	Gender	Male
Requires	War Hall	Abilities	Walking, Cold Protection, Strike, Charge, Fire Weakness, Mounted

Abilities Added at Silver Abilities Added at Gold

Frost Witch



Attack	6	Damage	5
Defense	6	Resistance	7
Hits	12	Moves	24
Cost	80	Level	2
Alignment	Neutral	Size	Medium
Unit Type	Humanoid	Gender	Female
Requires	War Hall	Abilities	Walking, Snow Concealment, Frost Bolts, Swimming, Fire Weakness, Strike, Cold Strike, Cold Immunity, Path of Frost

Abilities Added at Silver Marksmanship I Abilities Added at Gold Marksmanship II

Icedrake Rider



Attack	9	Damage	7
Defense	8	Resistance	7
Hits	18	Moves	40
Cost	120	Level	3
Alignment	Neutral	Size	Extra Large
Unit Type	Humanoid	Gender	Male
Requires	Champions Guild	Abilities	Cold Protection, Strike, Flying, Fire Weakness, Mounted

Abilities Added at Silver

Abilities Added at Gold

Mammoth Rider



Attack	13	Damage	12
Defense	8	Resistance	9
Hits	26	Moves	30
Cost	195	Level	3
Alignment	Neutral	Size	Extra Large
Unit Type	Humanoid	Gender	Male
Requires	Champions Guild	Abilities	Walking, Cold Immunity, Strike, Wall Crushing, Charge, Mounted, Fire Weakness

Abilities Added at Silver

Abilities Added at Gold

Doom Wolf



Attack	15	Damage	12
Defense	10	Resistance	12
Hits	24	Moves	50
Cost	350	Level	4
Alignment	Neutral	Size	Extra Large
Unit Type	Creature	Gender	It
Requires	Champions Guild, Masters Guild, Sanctuary	Abilities	Cold Immunity, Cold Strike, Strike, Path of Frost, Walking, Animal

Abilities Added at Silver

Abilities Added at Gold

Tigrans

Tigrans are the newest race on the Blessed Continent. These savage hunters employ the powers of the great cats to stalk their foes. Tigrans spend much of their time pursuing the answers to spiritual mysteries and have unlocked many answers. They are guided by mysterious beings with the power to bend the wills of men. Tigrans reflect the image of their creator, the fire god Yaka. The most powerful followers of Yaka fuse with the element of flame and can conjure bolts of fire upon command.

Their homes are great structures of sandstone, which blend into the desert sands. Most Tigrans appear as beasts, but their appearance is deceptive. They are experts as spies and relish the enemy that underestimates their capability. They have a hunger to rule over other races, and when placed in positions of power, they expect to be pampered and spoiled as any cat.

Priest Unit

Monk

Priest units and Common Machines can be found in the Non-Race Specific Units section.

Available Siege Machines

Pioneer
Ballista
Catapult

Cannon

Galley

Transport Ship

Shredder



Attack	6	Damage	5
Defense	5	Resistance	5
Hits	12	Moves	24
Cost	30	Level	1
Alignment	Neutral	Size	Medium
Unit Type	Humanoid	Gender	Male
Requires	None	Abilities	Night Vision, Throw Blades, Walking, Strike

Abilities Added at Silver Marksmanship I Abilities Added at Gold Marksmanship II

Hunter



Attack	7	Damage	5
Defense	6	Resistance	5
Hits	12	Moves	34
Cost	30	Level	1
Alignment	Neutral	Size	Medium
Unit Type	Humanoid	Gender	Male
Requires	Barracks	Abilities	Walking, Strike, Night Vision

Abilities Added at Silver

Abilities Added at Gold

Fire Cat



Attack	5	Damage	0
Defense	5	Resistance	5
Hits	10	Moves	24
Cost	30	Level	1
Alignment	Neutral	Size	Medium
Unit Type	Humanoid	Gender	Male
Requires	Barracks	Abilities	Walking, Night Vision, Fire Bolts, Fire Protection

Abilities Added at Silver Marksmanship I, Abilities Added at Gold Marksmanship II
Fire Immunity

Cat Master



Attack	10	Damage	7
Defense	7	Resistance	6
Hits	16	Moves	34
Cost	80	Level	2
Alignment	Neutral	Size	Large
Unit Type	Humanoid	Gender	Male
Requires	War Hall	Abilities	Walking, Strike, Night Vision, Archery, Mounted, Marksmanship I

Abilities Added at Silver Marksmanship II

Abilities Added at Gold Marksmanship I

Prowler



Attack	9	Damage	7
Defense	7	Resistance	8
Hits	14	Moves	28
Cost	70	Level	2
Alignment	Neutral	Size	Medium
Unit Type	Humanoid	Gender	Male
Requires	War Hall	Abilities	Walking, Concealment,

Wall

Climbing, Strike, Night Vision

Abilities Added at Silver

Abilities Added at Gold

Mystic



Attack	7	Damage	5
Defense	9	Resistance	14
Hits	14	Moves	24
Cost	100	Level	3
Alignment	Neutral	Size	Medium
Unit Type	Humanoid	Gender	Male
Requires	Champions Guild	Abilities	Walking, Magic Strike, Strike, Night Vision, Phase, Blurred, Magic Bolts, Magic Protection

Abilities Added at Silver Marksmanship I Abilities Added at Gold Marksmanship II

Manticore



Attack	11	Damage	8
Defense	10	Resistance	9
Hits	20	Moves	40
Cost	150	Level	3
Alignment	Neutral	Size	Large
Unit Type	Creature	Gender	Male
Requires	Champions Guild	Abilities	Night Vision, Strike, Flying, Vision II, Poison Strike

Abilities Added at Silver

Abilities Added at Gold

Sphinx



Attack	15	Damage	10
Defense	12	Resistance	16
Hits	26	Moves	32
Cost	360	Level	4
Alignment	Neutral	Size	Extra Large
Unit Type	Creature	Gender	Female
Requires	Champions Guild	Abilities	Walking, Strike, Mountaineering, Night Vision, Magic Strike, Dominate, Fire Immunity

Abilities Added at Silver

Abilities Added at Gold

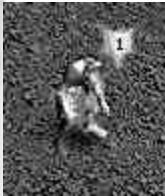
Undead


Ever-hungry and devoid of all but the desire to return all matter into dust, the Undead creep in the shadows of every ruined place. They haunt the graves of beings whose lives passed too quickly. The Undead feed upon fear and breathe the air of nightmares. They have no children save the dead and damned. They have no homes, save heaps upon the earth. Their structures are the ruins and great mounds formed literally from the bodies of their conquered. As they gather the tattered flesh and carnage, they swell with power, until the very forces of death walk the

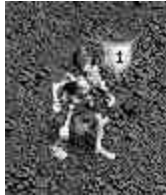
earth, withering all in their path.


Death knows many secrets, which is why the Undead are so interesting to those skilled in the mystical arts. The Undead whisper their secrets, empowering their few masters with even greater knowledge. An allegiance with Death, however, is generally viewed as only a tool for madmen and monsters.

Priest Unit	Black Priest	Priest units and Common Machines can be found in the Non-Race Specific Units section.
Available Siege Machines	Pioneer Ballista Catapult Cannon Galley Transport Ship	

Zombie	Attack 4	Damage 4
	Defense 4	Resistance 4
	Hits 10	Moves 20
	Cost 15	Level 1
	Alignment Pure Evil	Size Medium
	Unit Type Humanoid	Gender Male
	Requires None	Abilities Walking, Strike, Undead, Death Strike, Cave Crawling, Resurgence
	Abilities Added at Silver	Abilities Added at Gold

Swordsman	Attack 6	Damage 5
	Defense 5	Resistance 5
	Hits 10	Moves 24
	Cost 20	Level 1
	Alignment Pure Evil	Size Medium
	Unit Type Humanoid	Gender Male
	Requires Barracks	Abilities Walking, Strike, Undead
	Abilities Added at Silver	Abilities Added at Gold

Archer	Attack 0	Damage 0
	Defense 4	Resistance 5
	Hits 10	Moves 24
	Cost 25	Level 1
	Alignment Pure Evil	Size Medium
	Unit Type Humanoid	Gender Male
	Requires Barracks	Abilities Walking, Archery, Undead
	Abilities Added at Silver Marksmanship I	Abilities Added at Gold Marksmanship II

Death Knight	Attack 8	Damage 6
	Defense 7	Resistance 6
	Hits 15	Moves 40
	Cost 70	Level 2
	Alignment Pure Evil	Size Large
	Unit Type Humanoid	Gender Male
	Requires War Hall	Abilities Walking, Charge, Strike, Death Strike, Undead, Magical Mount
	Abilities Added at Silver	Abilities Added at Gold

Vampire	Attack 9	Damage 5
	Defense 6	Resistance 10
	Hits 14	Moves 28
	Cost 90	Level 2
	Alignment Pure Evil	Size Medium
	Unit Type Humanoid	Gender Female
	Requires War Hall	Abilities Walking, Strike, Concealment, Death Strike, Undead, Fire Weakness, Seduce, Wall Climbing, Holy Weakness, Life Stealing
	Abilities Added at Silver	Abilities Added at Gold

Spectre



Attack	8	Damage	5
Defense	10	Resistance	10
Hits	14	Moves	28
Cost	120	Level	3
Alignment	Pure Evil	Size	Medium
Unit Type	Humanoid	Gender	Female
Requires	Champions Guild	Abilities	Undead, Strike, Pass Wall, Death Strike, Cold Immunity, Energy Drain, Floating, Physical Protection

Abilities Added at Silver

Abilities Added at Gold

Bone Horror



Attack	13	Damage	11
Defense	9	Resistance	8
Hits	30	Moves	28
Cost1	90	Level	3
Alignment	Pure Evil	Size	Extra Large
Unit Type	Creature	Gender	It
Requires	Champions Guild	Abilities	Walking, Cause Fear, Strike, Death Strike, Undead, Wall Crushing

Abilities Added at Silver

Abilities Added at Gold

Dread Reaper



Attack	13	Damage	13
Defense	13	Resistance	13
Hits	26	Moves	36
Cost	360	Level	4
Alignment	Pure Evil	Size	Extra Large
Unit Type	Creature	Gender	Male
Requires	Champions Guild	Abilities	Walking, Cause Fear, Strike, Death Strike, Magic Strike, Path of Decay, Life Stealing, Undead, True Seeing, Energy Drain, Floating

Abilities Added at Silver

Abilities Added at Gold Unholy Champion

Goblins

"Goblins squirmed forth from the bowels of the earth, far before they were supposed to," says a myth. Goblins are filthy sadistic creatures, which delight in destruction and chaos. They bubble from the earth as an endless, putrid mass. They desire to reclaim all dark caves from any other living thing. Goblins have mastered many subterranean creatures, including a massive beetle, which speeds through the rough-hewn caverns.

Goblins are expert in the craft of poisons. They have a characteristic shriek that sounds like a high-pitched laugh, which they use to signal to other goblins in their caves. They are short and skinny, hunched over with lengthy arms that dangle near to the ground. Their skins are typically faded orange and brown, matching the earth. They have considerable eyesight underground, and are seldom taken by surprise.

Older Goblins are sent to the afterlife by means of a large bomb strapped to their backs. Often, in their haste to get to the "Land of Echoing Screams," they may "accidentally" take a few of their younger kinsfolk with them. Life is cheap among the Goblins.

Priest Unit

Black Priest

Available Siege Machines

Pioneer
Ballista
Catapult
Galley
Transport Ship

Priest units and Common Machines can be found in the Non-Race Specific Units section.

Grunt



Attack	5	Damage	4
Defense	4	Resistance	6
Hits	8	Moves	20
Cost	15	Level	1
Alignment	Evil	Size	Small
Unit Type	Humanoid	Gender	Male
Requires	None	Abilities	Walking, Strike, First Strike, Poison Immunity, Cave Crawling, Night Vision, Poison Strike, Evil Alignment

Abilities Added at Silver

Abilities Added at Gold

Swordsman



Attack	7	Damage	5
Defense	6	Resistance	6
Hits	10	Moves	20
Cost	20	Level	1
Alignment	Evil	Size	Small
Unit Type	Humanoid	Gender	Male
Requires	Barracks	Abilities	Walking, Strike, Poison Immunity, Block, Cave Crawling, Night Vision, Poison Strike

Abilities Added at Silver

Abilities Added at Gold

Darter



Attack	0	Damage	0
Defense	5	Resistance	6
Hits	8	Moves	20
Cost	25	Level	1
Alignment	Evil	Size	Small
Unit Type	Humanoid	Gender	Male
Requires	Barracks	Abilities	Walking, Poison Darts, Poison Immunity, Cave Crawling, Night Vision

Abilities Added at Silver Marksmanship I

Abilities Added at Gold Marksmanship II

Wolf Rider



Attack	9	Damage	6
Defense	7	Resistance	7
Hits	14	Moves	28
Cost	60	Level	2
Alignment	Evil	Size	Medium
Unit Type	Humanoid	Gender	Male
Requires	War Hall	Abilities	Walking, Charge, Strike, Cave Crawling, Poison Protection, Night Vision, Mounted

Abilities Added at Silver

Abilities Added at Gold

Butcher



Attack	8	Damage	8
Defense	5	Resistance	6
Hits	12	Moves	20
Cost	70	Level	2
Alignment	Evil	Size	Small
Unit Type	Humanoid	Gender	Male
Requires	War Hall	Abilities	Strike, Walking, Round Attack, Life Stealing, Poison Immunity, Cave Crawling, First Strike, Night Vision

Abilities Added at Silver

Abilities Added at Gold

Wyvern Rider



Attack	9	Damage	6
Defense	7	Resistance	7
Hits	18	Moves	40
Cost	100	Level	3
Alignment	Evil	Size	Extra Large
Unit Type	Creature	Gender	Male
Requires	Champions Guild	Abilities	Poison Immunity, Strike, Vision II, Flying, Charge, Night Vision, Mounted, Poison Strike

Abilities Added at Silver

Abilities Added at Gold

Big Beetle



Attack	12	Damage	10
Defense	8	Resistance	9
Hits	18	Moves	36
Cost	120	Level	3
Alignment	Evil	Size	Large
Unit Type	Humanoid	Gender	Male
Requires	Champions Guild	Abilities	Poison Immunity, Strike, Walking, Tunneling, Wall Crushing, Cave Crawling, Night Vision, Poison Strike, Mounted

Abilities Added at Silver

Abilities Added at Gold

Bomber



Attack	0	Damage	0
Defense	5	Resistance	6
Hits	10	Moves	28
Cost	30	Level	1
Alignment	Evil	Size	Small
Unit Type	Humanoid	Gender	Male
Requires	Masters Guild	Abilities	Walking, Poison Immunity, Cave Crawling, Night Vision, Self Destruct

Abilities Added at Silver

Abilities Added at Gold

Kharagh



Attack	17	Damage	14
Defense	11	Resistance	13
Hits	30	Moves	40
Cost	360	Level	4
Alignment	Evil	Size	Extra Large
Unit Type	Creature	Gender	Male
Requires	Champions Guild, Masters Guild, Sanctuary	Abilities	Charge, Night Vision, Poison Immunity, Strike, Walking, Cave Crawling

Abilities Added at Silver

Abilities Added at Gold

Dark Elves

Formed from the belly of irreconcilable grief, the Dark Elves are the embodiment of the living dead among the Elves. They know death of spirit, but their frames keep them immortal, nonetheless. They are angry and bitter creatures, apt to great fits of cruelty and torture. They joy in revenge only, and imagine up vain excuses so they might seek imagined retribution. Dark Elves dwell in the blackness of underground caverns and adorn themselves in inky black clothing. Their skin is a pale greenish-gray, but otherwise Dark Elves are as beautiful as the surface elves.

Dark Elves employ dark powers to twist their less obedient into mindless slaves. They merge their rebellious with spiders and then worship their abominable creations as demigods. Dark Elves desire nothing more than complete world domination, at which point they would even turn upon themselves.

Priest Unit

Black Priest

Priest units and Common Machines can be found in the Non-Race Specific Units section.

Available Siege Machines

Pioneer
Ballista
Catapult
Cannon
Galley
Transport Ship

Night Guard



Attack	5	Damage	5
Defense	4	Resistance	5
Hits	10	Moves	24
Cost	20	Level	1
Alignment	Evil	Size	Medium
Unit Type	Humanoid	Gender	Male
Requires	None	Abilities	Walking, Night Vision, Strike, Poison Protection, Magic Strike, First Strike

Abilities Added at Silver

Abilities Added at Gold

Warrior



Attack	7	Damage	5
Defense	6	Resistance	5
Hits	12	Moves	24
Cost	30	Level	1
Alignment	Evil	Size	Medium
Unit Type	Humanoid	Gender	Male
Requires	Barracks	Abilities	Walking, Night Vision, Strike, Block, Poison Protection, Magic Strike

Abilities Added at Silver

Abilities Added at Gold

Archer



Attack	0	Damage	0
Defense	4	Resistance	5
Hits	10	Moves	24
Cost	30	Level	1
Alignment	Evil	Size	Medium
Unit Type	Humanoid	Gender	Male
Requires	Barracks	Abilities	Walking, Night Vision, Marksmanship I, Archery, Poison Protection

Abilities Added at Silver Marksmanship II

Abilities Added at Gold Marksmanship III

Executioner



Attack	9	Damage	7
Defense	7	Resistance	6
Hits	16	Moves	40
Cost	90	Level	2
Alignment	Evil	Size	Large
Unit Type	Humanoid	Gender	Male
Requires	War Hall	Abilities	Walking, Night Vision, Charge, Strike, Poison Protection, Life Stealing, Magic Strike, Mounted

Abilities Added at Silver

Abilities Added at Gold

Bladedancer



Attack	9	Damage	7
Defense	7	Resistance	8
Hits	18	Moves	24
Cost	100	Level	2
Alignment	Evil	Size	Medium
Unit Type	Humanoid	Gender	Female
Requires	War Hall	Abilities	Walking, Night Vision, Concealment, Poison Strike, Poison Immunity, Strike, Double Strike, Cave Crawling

Abilities Added at Silver

Abilities Added at Gold

Shade



Attack	12	Damage	6
Defense	8	Resistance	9
Hits	15	Moves	28
Cost	160	Level	3
Alignment	Evil	Size	Medium
Unit Type	Humanoid	Gender	Male
Requires	Champions Guild	Abilities	Walking, Night Vision, Trail of Darkness, Life Stealing, Strike, Poison Protection, Concealment, Physical Protection, Pass Wall, Magic Strike
Abilities Added at Silver		Abilities Added at Gold Unholy Champion	

Spider Queen



Attack	13	Damage	7
Defense	9	Resistance	15
Hits	20	Moves	36
Cost	190	Level	3
Alignment	Evil	Size	Large
Unit Type	Humanoid	Gender	Female
Requires	Champions Guild	Abilities	Night Vision, Magic Strike, Strike, Wall Climbing, Cave Crawling, Walking, Poison Immunity, Poison Strike, Death Protection, Web
Abilities Added at Silver		Abilities Added at Gold	

Incarnate



Attack	5	Damage	2
Defense	9	Resistance	12
Hits	20	Moves	32
Cost	300	Level	4
Alignment	Evil	Size	Medium
Unit Type	Humanoid	Gender	Male
Requires	Champions Guild,	Abilities	Night Vision, Poison Immunity, Magic Strike, Strike, Floating, Cold Immunity, Death Immunity, Fire Immunity, Lightning Immunity, Pass Wall, Possess, Willpower, Physical Protection
Abilities Added at Silver		Abilities Added at Gold	

Orcs


Orcs are creatures of destruction. They live to break things down, so it is with great difficulty that an Orc leader must gather the tribes together and form a city. They care little for magic, preferring to trust in the power of cruelty and strength. Orcs hate things of beauty, unless that thing is also cruel. When bored, and they bore easily, Orcs will just as readily destroy one another as any particular race. As a side effect however, they are quite energetic workers when organized by powerful leaders and are accustomed to working under duress of harsh taskmasters.

As fighters, Orcs are naturally quite tough. Their Warlords are nigh invincible and rumored to slay whole armies with gigantic two-handed swords. Orc Assassins are deadly in all the ways a regular Orc might consider dishonor-

able. Even female Orcs can possess great power and the most powerful hags can strike their enemies with bolts of magic.

Priest Unit	Black Priest	Priest units and Common Machines can be found in the Non-Race Specific Units section.
Available Siege Machines	Pioneer Ballista Catapult Cannon Galley Transport Ship	

	Attack	5	Damage	5
	Defense	5	Resistance	4
	Hits	10	Moves	24
	Cost	20	Level	1
	Alignment	Evil	Size	Medium
	Unit Type	Humanoid	Gender	Male
	Requires	None	Abilities	Walking, Strike, Night Vision, First Strike
Abilities Added at Silver		Abilities Added at Gold		

	Attack	7	Damage	5
	Defense	7	Resistance	4
	Hits	12	Moves	24
	Cost	30	Level	1
	Alignment	Evil	Size	Medium
	Unit Type	Humanoid	Gender	Male
	Requires	Barracks	Abilities	Walking, Strike, Block, Night Vision
Abilities Added at Silver		Abilities Added at Gold		

Archer



Attack	0	Damage	0
Defense	5	Resistance	4
Hits	10	Moves	24
Cost	30	Level	1
Alignment	Evil	Size	Medium
Unit Type	Humanoid	Gender	Male
Requires	Barracks	Abilities	Walking, Archery, Night Vision
Abilities Added at Silver Marksmanship I		Abilities Added at Gold Marksmanship II	

Heavy Cavalry



Attack	9	Damage	7
Defense	8	Resistance	5
Hits	17	Moves	36
Cost	75	Level	2
Alignment	Evil	Size	Large
Unit Type	Humanoid	Gender	Male
Requires	War Hall	Abilities	Walking, Charge, Strike, Night Vision, Mounted
Abilities Added at Silver		Abilities Added at Gold	

Abomination



Attack	7	Damage	5
Defense	6	Resistance	8
Hits	12	Moves	24
Cost	80	Level	2
Alignment	Evil	Size	Medium
Unit Type	Humanoid	Gender	Male
Requires	War Hall	Abilities	Walking, Concealment, Poison Protection, Poison Strike, Swimming, Strike, Night Vision, Entangle, Venomous Spit
Abilities Added at Silver Marksmanship I		Abilities Added at Gold Marksmanship II	

Shaman



Attack	14	Damage	8
Defense	8	Resistance	7
Hits	13	Moves	28
Cost	120	Level	3
Alignment	Evil	Size	Medium
Unit Type	Humanoid	Gender	Male
Requires	Champions Guild	Abilities	Walking, Wall

Abilities Added at Silver

Abilities Added at Gold

Warlord



Attack	16	Damage	12
Defense	13	Resistance	8
Hits	22	Moves	24
Cost	190	Level	3
Alignment	Evil	Size	Medium
Unit Type	Humanoid	Gender	Male
Requires	Champions Guild	Abilities	Walking, Round

Abilities Added at Silver Leadership I

Abilities Added at Gold Leadership II

Glutton



Attack	17	Damage	13
Defense	8	Resistance	15
Hits	25	Moves	36
Cost	340	Level	4
Alignment	Evil	Size	Extra Large
Unit Type	Creature	Gender	Male
Requires	Champions Guild	Abilities	Strike, Cave

Abilities Added at Silver

Abilities Added at Gold

Non Race-specific units

Priests

High Priest



Attack	5	Damage	5
Defense	6	Resistance	10
Hits	12	Moves	24
Cost	50	Level	2
Alignment	Good	Size	Medium
Unit Type	Humanoid	Gender	Male
Requires	Monastery	Abilities	Walking, Holy

Abilities Added at Silver Marksmanship I Abilities Added at Gold Marksmanship II

Monk



Attack	5	Damage	5
Defense	6	Resistance	10
Hits	12	Moves	24
Cost	50	Level	2
Alignment	Neutral	Size	Medium
Unit Type	Humanoid	Gender	Male
Requires	Monastery	Abilities	Walking, Strike,

Abilities Added at Silver Marksmanship I Abilities Added at Gold Marksmanship II

Black Priest



Attack	5	Damage	5
Defense	6	Resistance	10
Hits	12	Moves	24
Cost	50	Level	2
Alignment	Evil	Size	Medium
Unit Type	Humanoid	Gender	Male
Requires	Monastery	Abilities	Walking, Strike, Black Bolts, Death Strike, Healing, Death Protection, Turn Undead

Abilities Added at Silver Marksmanship I Abilities Added at Gold Marksmanship II

Common Machines

Pioneer



Attack	0	Damage	0
Defense	5	Resistance	5
Hits	14	Moves	24
Cost	180	Level	2
Alignment	None	Size	Extra Large
Unit Type	Siege Machine	Gender	It
Requires	Builders Hall	Abilities	Walking, Build Outpost, Rebuild Structure, Build Roads, Poison Immunity, Fire Weakness

Abilities Added at Silver

Abilities Added at Gold

Ballista



Attack	0	Damage	0
Defense	5	Resistance	5
Hits	10	Moves	20
Cost	100	Level	2
Alignment	None	Size	Large
Unit Type	Siege Machine	Gender	It
Requires	Builders Hall	Abilities	Walking, Shoot Javelin, Poison Immunity, Fire Weakness

Abilities Added at Silver Marksmanship I Abilities Added at Gold Marksmanship II

Catapult



Attack	0	Damage	0
Defense	6	Resistance	6
Hits	14	Moves	20
Cost	100	Level	2
Alignment	None	Size	Large
Unit Type	Siege Machine	Gender	It
Requires	Siege Workshop	Abilities	Walking, Hurl Boulder, Hurl Firebomb, Poison Immunity, Fire Weakness

Abilities Added at Silver Marksmanship I Abilities Added at Gold Marksmanship II

Cannon



Attack	0	Damage	0
Defense	7	Resistance	7
Hits	18	Moves	20
Cost	150	Level	3
Alignment	None	Size	Large
Unit Type	Siege Machine	Gender	It
Requires	Masters Guild	Abilities	Fire Cannon, Walking, Poison Immunity, Fire Weakness

Abilities Added at Silver Marksmanship I Abilities Added at Gold Marksmanship II

Galley



Attack	0	Damage	0
Defense	9	Resistance	9
Hits	40	Moves	40
Cost	150	Level	3
Alignment	None	Size	Extra Large
Unit Type	Siege Machine	Gender	It
Requires	Shipyards	Abilities	Shoot Javelin, Sailing, Transport VII, Vision I, Marksmanship I, Poison Immunity, Fire Weakness, Fire Bomb

Abilities Added at Silver Marksmanship II Abilities Added at Gold Marksmanship III

Transport Ship



Attack	0	Damage	0
Defense	8	Resistance	8
Hits	30	Moves	35
Cost	100	Level	2
Alignment	None	Size	Extra Large
Unit Type	Siege Machine	Gender	It
Requires	Shipyard	Abilities	Sailing, Transport VII, Vision I, Poison Immunity, Fire Weakness

Abilities Added at Silver

Abilities Added at Gold

Summoned Units

Fairy



Attack	8	Damage	5
Defense	10	Resistance	9
Hits	11	Moves	28
Cost	40	Level	1
Alignment	Good	Size	Medium
Unit Type	Humanoid	Gender	Female
Requires	N/A	Abilities	Flying, Strike, Magic Strike, Magic Protection, Summoned

Abilities Added at Silver

Abilities Added at Gold

Angel



Attack	16	Damage	10
Defense	13	Resistance	13
Hits	28	Moves	40
Cost	370	Level	4
Alignment	Pure Good	Size	Large
Unit Type	Humanoid	Gender	Female
Requires	N/A	Abilities	Flying, Healing, Holy Champion, Holy Immunity, Holy Strike, Strike, True Seeing, Vision II, Summoned

Abilities Added at Silver

Abilities Added at Gold

Black Angel



Attack	16	Damage	10
Defense	13	Resistance	13
Hits	28	Moves	40
Cost	370	Level	4
Alignment	Pure Evil	Size	Large
Unit Type	Humanoid	Gender	Female
Requires	N/A	Abilities	Death Immunity, Death Strike, Flying, Life Stealing, Poison Immunity, Strike, True Seeing, Unholy Champion, Vision II, Summoned

Abilities Added at Silver

Abilities Added at Gold

Efreet



Attack	12	Damage	8
Defense	7	Resistance	8
Hits	16	Moves	32
Cost	100	Level	2
Alignment	Neutral	Size	Large
Unit Type	Humanoid	Gender	Male
Requires	N/A	Abilities	Cold Weakness, Fire Immunity, Fire Strike, Poison Immunity, Strike, Floating, Summoned

Abilities Added at Silver

Abilities Added at Gold

Magic Servant



Attack	6	Damage	4
Defense	6	Resistance	10
Hits	10	Moves	24
Cost	40	Level	2
Alignment	Neutral	Size	Small
Unit Type	Humanoid	Gender	It
Requires	N/A	Abilities	Walking, Magic Strike, Magic Bolts, Poison Immunity, Summoned

Abilities Added at Silver Marksmanship I Abilities Added at Gold Marksmanship II

Unicorn



Attack	7	Damage	6
Defense	7	Resistance	10
Hits	12	Moves	40
Cost	60	Level	2
Alignment	Good	Size	Large
Unit Type	Creature	Gender	It
Requires	N/A	Abilities	Strike, Walking, Forestry, Phase, Charge, Magic Strike, Summoned

Abilities Added at Silver

Abilities Added at Gold

Black Spider



Attack	6	Damage	6
Defense	5	Resistance	6
Hits	12	Moves	26
Cost	50	Level	1
Alignment	Evil	Size	Large
Unit Type	Creature	Gender	It
Requires	N/A	Abilities	Walking, Strike, Poison Strike, Wall Climbing, Night Vision, Web, Swallow Whole, Summoned

Abilities Added at Silver

Abilities Added at Gold

Bone Dragon



Attack	15	Damage	11
Defense	10	Resistance	14
Hits	27	Moves	40
Cost	320	Level	3
Alignment	Pure Evil	Size	Extra Large
Unit Type	Creature	Gender	It
Requires	N/A	Abilities	Death Strike, Flying, Life Stealing, Strike, Dragon, Cause Fear, Undead, Vision II, Black Breath, Death Immunity, Summoned

Abilities Added at Silver

Abilities Added at Gold

Zephyr Bird



Attack	7	Damage	5
Defense	6	Resistance	5
Hits	10	Moves	40
Cost	60	Level	1
Alignment	Neutral	Size	Large
Unit Type	Creature	Gender	It
Requires	N/A	Abilities	Animal, Flying, Strike, Vision II, Summoned

Abilities Added at Silver

Abilities Added at Gold

Air Elemental



Attack	14	Damage	8
Defense	10	Resistance	13
Hits	17	Moves	40
Cost	180	Level	3
Alignment	Neutral	Size	Large
Unit Type	Creature	Gender	It
Requires	N/A	Abilities	Flying, Physical Protection, Poison Immunity, Vision II, Strike, Lightning Immunity, Lightning Strike, Magic Strike, Summoned

Abilities Added at Silver

Abilities Added at Gold

Ice Dragon



Attack	14	Damage	12
Defense	12	Resistance	13
Hits	26	Moves	40
Cost	290	Level	4
Alignment	Neutral	Size	Extra Large
Unit Type	Creature	Gender	It
Requires	N/A	Abilities	Cold Breath, Cold Immunity, Flying, Night Vision, Strike, True Seeing, Vision II, Cause Fear, Summoned

Abilities Added at Silver

Abilities Added at Gold

Northern Glow



Attack	8	Damage	5
Defense	8	Resistance	8
Hits	10	Moves	36
Cost	140	Level	2
Alignment	Neutral	Size	Large
Unit Type	Creature	Gender	It
Requires	N/A	Abilities	Cold Immunity, Strike, Pass Wall, Vision II, Lightning Immunity, Physical Protection, Static Shield, Floating, Lightning Strike, Summoned

Abilities Added at Silver

Abilities Added at Gold

Dire Boar



Attack	8	Damage	6
Defense	7	Resistance	4
Hits	16	Moves	40
Cost	50	Level	1
Alignment	Neutral	Size	Large
Unit Type	Creature	Gender	It
Requires	N/A	Abilities	Strike, Walking, Forestry, Animal, Charge, Summoned

Abilities Added at Silver

Abilities Added at Gold

Minotaur



Attack	11	Damage	9
Defense	9	Resistance	6
Hits	18	Moves	32
Cost	120	Level	2
Alignment	Neutral	Size	Large
Unit Type	Creature	Gender	It
Requires	N/A	Abilities	Walking, Strike, Night Vision, Summoned

Abilities Added at Silver

Abilities Added at Gold

Earth Elemental



Attack	12	Damage	10
Defense	14	Resistance	12
Hits	25	Moves	24
Cost	210	Level	3
Alignment	Neutral	Size	Large
Unit Type	Creature	Gender	It
Requires	N/A	Abilities	Walking, Strike, Poison Immunity, Tunneling, Fire Protection, Magic Strike, Wall Crushing, Summoned

Abilities Added at Silver

Abilities Added at Gold

Basilisk



Attack	13	Damage	12
Defense	14	Resistance	14
Hits	32	Moves	36
Cost	360	Level	4
Alignment	Neutral	Size	Extra Large
Unit Type	Creature	Gender	It
Requires	N/A	Abilities	Walking, Strike, Poison Immunity, Fire Protection, Wall Crushing, Dominate, Magic Strike, Summoned

Abilities Added at Silver

Abilities Added at Gold

Hell Hound



Attack	7	Damage	7
Defense	5	Resistance	6
Hits	12	Moves	32
Cost	40	Level	1
Alignment	Neutral	Size	Medium
Unit Type	Creature	Gender	It
Requires		Abilities	Walking, Fire Strike, Strike, Fire Immunity, Summoned

Abilities Added at Silver

Abilities Added at Gold

Fire Elemental



Attack	15	Damage	10
Defense	9	Resistance	13
Hits	20	Moves	32
Cost	190	Level	3
Alignment	Neutral	Size	Large
Unit Type	Creature	Gender	It
Requires	N/A	Abilities	Walking, Fire Immunity, Strike, Poison Immunity, Fire Strike, Cold Weakness, Burning, Magic Strike, Summoned

Abilities Added at Silver

Abilities Added at Gold

Phoenix



Attack	16	Damage	10
Defense	12	Resistance	14
Hits	26	Moves	40
Cost	400	Level	4
Alignment	Neutral	Size	Extra Large
Unit Type	Creature	Gender	It
Requires	N/A	Abilities	Flying, Vision II, Strike, Fire Immunity, Fire Breath, Resurgence, Cold Weakness, Magic Strike, Summoned

Abilities Added at Silver

Abilities Added at Gold

Lurker



Attack	6	Damage	5
Defense	4	Resistance	8
Hits	11	Moves	24
Cost	40	Level	1
Alignment	Neutral	Size	Medium
Unit Type	Creature	Gender	It
Requires	N/A	Abilities	Strike, Walking, Poison Protection, Swimming, Water Concealment, Poison Strike, Venomous Spit, Summoned

Abilities Added at Silver Marksmanship I Abilities Added at Gold Marksmanship II

Water Dancer



Attack	10	Damage	6
Defense	8	Resistance	9
Hits	14	Moves	40
Cost	90	Level	2
Alignment	Neutral	Size	Medium
Unit Type	Creature	Gender	It
Requires	N/A	Abilities	Strike, Poison Immunity, Swimming, Walking, Summoned

Abilities Added at Silver

Abilities Added at Gold

Water Elemental



Attack	12	Damage	10
Defense	12	Resistance	14
Hits	25	Moves	36
Cost	170	Level	3
Alignment	Neutral	Size	Large
Unit Type	Creature	Gender	It
Requires	N/A	Abilities	Strike, Poison Immunity, Swimming, Walking, Magic Strike, Water Concealment, Fire Weakness, Summoned

Abilities Added at Silver

Abilities Added at Gold

Great Wym

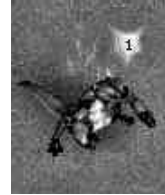


Attack	14	Damage	11
Defense	10	Resistance	14
Hits	30	Moves	40
Cost	350	Level	4
Alignment	Neutral	Size	Extra Large
Unit Type	Creature	Gender	It
Requires	N/A	Abilities	Strike, Poison

Abilities Added at Silver

Abilities Added at Gold

Rift Spawn



Attack	8	Damage	6
Defense	8	Resistance	11
Hits	12	Moves	40
Cost	100	Level	2
Alignment	Neutral	Size	Medium
Unit Type	Creature	Gender	It
Requires	N/A	Abilities	Strike, Death

Abilities Added at Silver

Abilities Added at Gold

Rogue Creatures

Wolf



Attack	7	Damage	5
Defense	5	Resistance	5
Hits	10	Moves	28
Cost	20	Level	1
Alignment	Neutral	Size	Medium
Unit Type	Creature	Gender	It
Requires	N/A	Abilities	Strike, Walking, Forestry, Animal

Abilities Added at Silver

Abilities Added at Gold

Rift Lord



Attack	14	Damage	12
Defense	13	Resistance	15
Hits	30	Moves	30
Cost	400	Level	4
Alignment	Neutral	Size	Extra Large
Unit Type	Creature	Gender	It
Requires	N/A	Abilities	Strike, Death Immunity, Cold Immunity, Walking, Magic Strike, Willpower, Magic Immunity, Lightning Immunity, Cause Fear, Holy Immunity, Mountaineering, Night Vision, Poison Immunity, Wall Crushing

Abilities Added at Silver

Abilities Added at Gold

Appendix Two: Spells

Air Elemental	Level	3	Research Points	400
Summons an ethereal creature of the wind.	Mana Cost	300	Upkeep	20
	Dispel Resistance	N/A	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Air, Cosmos		

Air Mastery	Level	4	Research Points	1000
Turns all Nodes to Air, and increases your Domain around them.	Mana Cost	500	Upkeep	50
	Dispel Resistance	200	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Air		

Alter Node	Level	2	Research Points	220
Converts a Node to your Sphere of Magic.	Mana Cost	60	Upkeep	0
	Dispel Resistance	N/A	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Fire, Water, Earth, Air, Life, Death Cosmos		

Anarchy	Level	3	Research Points	200
Attempts to trigger a Rebellion in the Target City.	Mana Cost	70	Upkeep	0
	Dispel Resistance	N/A	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Fire, Cosmos		

Angel	Level	4	Research Points	450
Summons a being of holy might.	Mana Cost	550	Upkeep	25
	Dispel Resistance	N/A	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Life, Cosmos		

Animate Dead	Level	4	Research Points	180
Raises the Corpses of the dead to do your bidding.	Mana Cost	50	Upkeep	N/A
	Dispel Resistance	N/A	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Death, Cosmos		



Animate Ruins Instantly rebuilds the Razed Target City.	Level 3 Mana Cost 100 Dispel Resistance N/A Damage N/A Shots N/A Spheres Death, Cosmos	Research Points 200 Upkeep N/A Attack N/A Damage Type N/A Radius N/A
Banish Summoned Attempts to banish an Enemy Summoned creature.	Level 3 Mana Cost 50 Dispel Resistance N/A Damage 8 Shots 1 Spheres Fire, Water, Earth, Air, Life, Death Cosmos	Research Points 200 Upkeep N/A Attack 12 Damage Type Magic Radius N/A
Basilisk Summons a deadly monster with baleful eyes.	Level 4 Mana Cost 400 Dispel Resistance N/A Damage N/A Shots N/A Spheres Earth, Cosmos	Research Points 500 Upkeep 25 Attack N/A Damage Type N/A Radius N/A
Black Angel Summons a being of dark powers.	Level 4 Mana Cost 450 Dispel Resistance N/A Damage N/A Shots N/A Spheres Death, Cosmos	Research Points 550 Upkeep 25 Attack N/A Damage Type N/A Radius N/A
Black Spider Summons a giant web-spinning arachnid.	Level 1 Mana Cost 60 Dispel Resistance N/A Damage N/A Shots N/A Spheres Death, Cosmos	Research Points 100 Upkeep 10 Attack N/A Damage Type N/A Radius N/A
Blazing Comet Strikes the target location with shards of burning rock.	Level 1 Mana Cost 8 Dispel Resistance N/A Damage 7 Shots 1 Spheres Fire, Cosmos	Research Points 50 Upkeep N/A Attack 10 Damage Type Fire, Physical, Wall Radius N/A

Bless Gives the Unit +2 RES, +1 DEF and Death Protection.	Level 1 Mana Cost 7 Dispel Resistance N/A Damage N/A Shots N/A Spheres Life, Cosmos	Research Points 50 Upkeep 2 Attack N/A Damage Type N/A Radius N/A
Bone Dragon Summons a dragon whose power did not end in death.	Level 3 Mana Cost 375 Dispel Resistance N/A Damage N/A Shots N/A Spheres Death, Cosmos	Research Points 450 Upkeep 20 Attack N/A Damage Type N/A Radius N/A
Call Hero Attempts to summon a Hero to your cause.	Level 3 Mana Cost 90 Dispel Resistance N/A Damage N/A Shots N/A Spheres Fire, Water, Earth, Air, Life, Death Cosmos	Research Points 100 Upkeep N/A Attack N/A Damage Type N/A Radius N/A
Chain Lightning Unleashes electrical energy at the Targetted Area.	Level 2 Mana Cost 20 Dispel Resistance N/A Damage 8 Shots 5 Spheres Air, Cosmos	Research Points 100 Upkeep N/A Attack 12 Damage Type Lightning Radius 3
City Plague Reduces the Target City's Population and Production.	Level 3 Mana Cost 50 Dispel Resistance N/A Damage N/A Shots N/A Spheres Death, Cosmos	Research Points 100 Upkeep N/A Attack N/A Damage Type N/A Radius N/A
City Quake Damages the Target City's Structures and Population.	Level 4 Mana Cost 120 Dispel Resistance N/A Damage 8 Shots N/A Spheres Earth, Cosmos	Research Points 200 Upkeep N/A Attack 8 Damage Type N/A Radius N/A

City Spy

Allows you to see inside all Cities within your Domain.

Level	1	Research Points	100
Mana Cost	40	Upkeep	5
Dispel Resistance	40	Attack	N/A
Damage	N/A	Damage Type	N/A
Shots	N/A	Radius	N/A
Spheres	Fire, Water, Earth, Air, Life, Death Cosmos		

Concealment

Conceals a Unit in vegetation on any Terrain.

Level	3	Research Points	100
Mana Cost	20	Upkeep	3
Dispel Resistance	N/A	Attack	N/A
Damage	N/A	Damage Type	N/A
Shots	N/A	Radius	N/A
Spheres	Earth, Cosmos		

Corpus Furia

Detonates the Corpses of the dead to damage Units.

Level	2	Research Points	100
Mana Cost	20	Upkeep	N/A
Dispel Resistance	N/A	Attack	15
Damage	5	Damage Type	Death, Physical
Shots	1	Radius	1
Spheres	Death, Cosmos		

Cosmic Spray

Blasts an Area with bolts of random elemental energy.

Level	3	Research Points	180
Mana Cost	20	Upkeep	N/A
Dispel Resistance	N/A	Attack	17
Damage	10	Damage Type	Magic
Shots	1	Radius	1
Spheres	Fire, Water, Earth, Air, Life, Death Cosmos		

Cosmos Mastery

Turns all Nodes to Cosmos, and increases your Domain around them.

Level	4	Research Points	1000
Mana Cost	500	Upkeep	50
Dispel Resistance	300	Attack	N/A
Damage	N/A	Damage Type	N/A
Shots	N/A	Radius	N/A
Spheres	Cosmos		

Damnation

Holds your Domain in the grip of decay, Cursing all Enemies within.

Level	3	Research Points	350
Mana Cost	150	Upkeep	20
Dispel Resistance	150	Attack	N/A
Damage	N/A	Damage Type	N/A
Shots	N/A	Radius	N/A
Spheres	Death, Cosmos		

Dark Gift

Gives a Unit +2 DAM and Death Strike.

Level	1	Research Points	60
Mana Cost	8	Upkeep	3
Dispel Resistance	N/A	Attack	N/A
Damage	N/A	Damage Type	N/A
Shots	N/A	Radius	N/A
Spheres	Death, Cosmos		

Darkland

Death seeps from your towers and cities, leaving them healthy but killing the lands.

Level	3	Research Points	250
Mana Cost	100	Upkeep	20
Dispel Resistance	100	Attack	N/A
Damage	N/A	Damage Type	N/A
Shots	N/A	Radius	N/A
Spheres	Death		

Death Mastery

Turns all Nodes to Death, and increases your Domain around them.

Level	4	Research Points	1000
Mana Cost	500	Upkeep	50
Dispel Resistance	300	Attack	N/A
Damage	N/A	Damage Type	N/A
Shots	N/A	Radius	N/A
Spheres	Death		

Death Ray

Beams Death magic at an Enemy Unit.

Level	1	Research Points	80
Mana Cost	8	Upkeep	N/A
Dispel Resistance	N/A	Attack	18
Damage	8	Damage Type	Death
Shots	1	Radius	N/A
Spheres	Death, Cosmos		

Death Storm

The Storm turns terrain to wasteland and harms Units caught within it.

Level	4	Research Points	350
Mana Cost	100	Upkeep	N/A
Dispel Resistance	N/A	Attack	15
Damage	6	Damage Type	N/A
Shots	N/A	Radius	N/A
Spheres	Death, Cosmos		

Deep Fissure

Fires of the deep earth burn the Target; Save for 1/2 DAM.

Level	2	Research Points	80
Mana Cost	15	Upkeep	N/A
Dispel Resistance	N/A	Attack	20
Damage	8	Damage Type	Physical, Wall
Shots	1	Radius	N/A
Spheres	Earth, Cosmos		

Disjunction	Level	2	Research Points	200
Attempts to remove an Enemy Enchantment.	Mana Cost	50	Upkeep	N/A
	Dispel Resistance	N/A	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Fire, Water, Earth, Air, Life, Death Cosmos		

Dispel Magic	Level	1	Research Points	50
Attempts to remove all Magical Abilities from the Target Unit.	Mana Cost	10	Upkeep	N/A
	Dispel Resistance	N/A	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Fire, Water, Earth, Air, Life, Death Cosmos		

Divine Storm	Level	4	Research Points	350
The Storm turns terrain to lush grassland and harms Units caught within it.	Mana Cost	100	Upkeep	N/A
	Dispel Resistance	N/A	Attack	15
	Damage	9	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Life, Cosmos		

Domain of Darkness	Level	2	Research Points	200
Clouds your Domain hiding it from Enemies.	Mana Cost	120	Upkeep	20
	Dispel Resistance	120	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Death, Cosmos		

Earth Elemental	Level	3	Research Points	350
Summons a hardened brute made of stone.	Mana Cost	275	Upkeep	20
	Dispel Resistance	N/A	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Earth, Cosmos		

Earth Mastery	Level	4	Research Points	1000
Turns all Nodes to Earth, and increases your Domain around them.	Mana Cost	300	Upkeep	50
	Dispel Resistance	200	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Earth		

Efreet	Level	2	Research Points	110
Summons a floating spirit of the fire plane.	Mana Cost	10	Upkeep	15
	Dispel Resistance	N/A	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Fire, Cosmos		

Enchant Weapon	Level	1	Research Points	50
Gives a Unit +2 ATT, +1 DAM and Magic Strike.	Mana Cost	10	Upkeep	3
	Dispel Resistance	N/A	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Fire, Water, Earth, Air, Life, Death Cosmos		

Enchanted Roads	Level	2	Research Points	240
Reduces movement costs by 1/3 for Friendly Units Walking your Roads.	Mana Cost	80	Upkeep	10
	Dispel Resistance	80	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Earth, Cosmos		

Evil Woods	Level	2	Research Points	80
Creates an unholy growth that attacks anything moving.	Mana Cost	40	Upkeep	N/A
	Dispel Resistance	N/A	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Death, Cosmos		

Fairy	Level	2	Research Points	150
Summons a mischievous sprite.	Mana Cost	90	Upkeep	15
	Dispel Resistance	N/A	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Life, Cosmos		

Fire Domain	Level	4	Research Points	400
Envelops your Domain in an aura of fire, striking Enemies each Turn.	Mana Cost	120	Upkeep	20
	Dispel Resistance	100	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Fire, Cosmos		



Fire Elemental	Level	3	Research Points	350
Summons a burning creature of fire.	Mana Cost	250	Upkeep	20
	Dispel Resistance	N/A	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Fire, Cosmos		

Fire Halo	Level	2	Research Points	60
Gives a Unit Fire Immunity and Fire Strike.	Mana Cost	10	Upkeep	2
	Dispel Resistance	N/A	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Fire, Cosmos		

Fire Mastery	Level	4	Research Points	1000
Turns all Nodes to Fire, and increases your Domain around them.	Mana Cost	500	Upkeep	50
	Dispel Resistance	200	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Fire		

Fire Storm	Level	4	Research Points	350
The Storm burns the terrain and harms Units caught within it.	Mana Cost	100	Upkeep	N/A
	Dispel Resistance	N/A	Attack	7
	Damage	5	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Fire, Cosmos		

Fireball	Level	2	Research Points	200
Invokes a burst of Fire upon the Target Area.	Mana Cost	20	Upkeep	N/A
	Dispel Resistance	N/A	Attack	15
	Damage	8	Damage Type	Fire
	Shots	1	Radius	2
	Spheres	Fire, Cosmos		

Forge Blast	Level	2	Research Points	170
Attacks a City's Production abilities, and harms Units in the explosion.	Mana Cost	120	Upkeep	N/A
	Dispel Resistance	N/A	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Fire, Cosmos		

Free Movement	Level	1	Research Points	69
Gives a Unit Mountaineering, Forestry, and Cave Crawling.	Mana Cost	10	Upkeep	2
	Dispel Resistance	N/A	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Earth, Cosmos		

Freeze Water	Level	1	Research Points	120
Freezes an area of water, making it solid enough to walk over.	Mana Cost	20	Upkeep	N/A
	Dispel Resistance	N/A	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Air, Cosmos		

Fury	Level	1	Research Points	60
Gives a Unit +2 DAM, +2 RES, -2 DEF, and Willpower.	Mana Cost	10	Upkeep	2
	Dispel Resistance	N/A	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Fire, Cosmos		

Geyser	Level	2	Research Points	120
An eruption of water lifts and drops the Target from great heights.	Mana Cost	10	Upkeep	N/A
	Dispel Resistance	N/A	Attack	20
	Damage	8	Damage Type	Physical
	Shots	1	Radius	N/A
	Spheres	Water		

Golden Age	Level	4	Research Points	400
Increases the Income of all Cities in your Domain.	Mana Cost	150	Upkeep	40
	Dispel Resistance	10	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Earth, Cosmos		

Great Boar	Level	1	Research Points	100
Summons a large beast of the wilderness.	Mana Cost	50	Upkeep	10
	Dispel Resistance	N/A	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Earth, Cosmos		

Great Hail	Level	3	Research Points	180
Rains heavy hailstones upon the Target Area.	Mana Cost	30	Upkeep	N/A
	Dispel Resistance	N/A	Attack	15
	Damage	8	Damage Type	Cold, Physical, Wall
	Shots	2	Radius	1
	Spheres	Water, Cosmos		

Haste	Level	1	Research Points	60
Allows the target unit to move at great speed.	Mana Cost	10	Upkeep	4
	Dispel Resistance	N/A	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Air, Cosmos		

Haste Domain	Level	4	Research Points	400
Alters time in your Domain, giving Haste to all friendly Units.	Mana Cost	120	Upkeep	20
	Dispel Resistance	120	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Air, Cosmos		

Healing	Level	1	Research Points	50
Restores 10 HP to Target.	Mana Cost	10	Upkeep	N/A the
	Dispel Resistance	N/A	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Life, Cosmos		

Healing Showers	Level	1	Research Points	90
Heals 5 HP to all Units in an Area.	Mana Cost	10	Upkeep	N/A
	Dispel Resistance	N/A	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	1	Radius	1
	Spheres	Water		

Hell Hound	Level	1	Research Points	100
Summons a demon dog from the underworld.	Mana Cost	50	Upkeep	410
	Dispel Resistance	N/A	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Fire, Cosmos		

Hellfire	Level	4	Research Points	300
Blasts the battlefield with searing heat, damaging Units.	Mana Cost	40	Upkeep	N/A
	Dispel Resistance	N/A	Attack	18
	Damage	10	Damage Type	Fire, Physical, Wall
	Shots	1	Radius	N/A
	Spheres	Fire, Cosmos		

High Prayer	Level	3	Research Points	240
Blesses all Friendly Units, and Heals 1-5 HP each.	Mana Cost	40	Upkeep	N/A
	Dispel Resistance	N/A	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Life, Cosmos		

Holy Champion	Level	2	Research Points	120
Gives a Unit Willpower, and +2 ATT, +2 DAM vs. Evil Units.	Mana Cost	25	Upkeep	8
	Dispel Resistance	N/A	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Life, Cosmos		

Ice Age	Level	3	Research Points	250
Fierce Blizzards blast the lands, but leave your cities unharmed.	Mana Cost	150	Upkeep	20
	Dispel Resistance	100	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Air, Cosmos		

Ice Dragon	Level	4	Research Points	550
Summons a great dragon of arctic birth.	Mana Cost	450	Upkeep	25
	Dispel Resistance	N/A	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Air, Cosmos		

Ice Storm	Level	4	Research Points	350
The Storm turns terrain to snow and harms Units caught within it.	Mana Cost	100	Upkeep	N/A
	Dispel Resistance	N/A	Attack	15
	Damage	9	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Water, Cosmos		

Level Terrain	Level	3	Research Points	120
Levels the earth to flatlands.	Mana Cost	52	Upkeep	N/A
	Dispel Resistance	N/A	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Earth, Cosmos		

Life Domain	Level	4	Research Points	400
Bathes your Domain in a glow of life, Healing your Units each Turn.	Mana Cost	300	Upkeep	20
	Dispel Resistance	300	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Life, Cosmos		

Life Mastery	Level	4	Research Points	1000
Turns all Nodes to Life, and increases your Domain around them.	Mana Cost	500	Upkeep	50
	Dispel Resistance	300	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Life		

Lightning Storm	Level	4	Research Points	350
The Storm devastates Structures and harms Units caught within it.	Mana Cost	100	Upkeep	N/A
	Dispel Resistance	N/A	Attack	18
	Damage	12	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Air, Cosmos		

Liquid Form	Level	3	Research Points	200
Gives a Unit Physical Protection and Water Walking.	Mana Cost	50	Upkeep	10
	Dispel Resistance	N/A	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Water		

Lurker	Level	1	Research Points	100
Summons an amphibious creature of the deep.	Mana Cost	50	Upkeep	10
	Dispel Resistance	N/A	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Water, Cosmos		

Magic Servant	Level	2	Research Points	70
Summons a small and obedient spirit.	Mana Cost	40	Upkeep	4
	Dispel Resistance	N/A	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Fire, Water, Earth, Air, Life, Death Cosmos		

Minotaur	Level	2	Research Points	200
Summons a powerful and unnaturally conceived beast.	Mana Cost	120	Upkeep	815
	Dispel Resistance	N/A	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Earth, Cosmos		

Northern Glow	Level	2	Research Points	200
Summons a being of pure energy.	Mana Cost	140	Upkeep	15
	Dispel Resistance	N/A	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Air, Cosmos		

Pestilence	Level	2	Research Points	80
Spews forth a Poisonous cloud into the air.	Mana Cost	30	Upkeep	5
	Dispel Resistance	N/A	Attack	4
	Damage	3	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Water, Cosmos		

Phoenix	Level	4	Research Points	550
Summons a mystical bird of legend.	Mana Cost	450	Upkeep	25
	Dispel Resistance	N/A	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Fire, Cosmos		

Poison Domain	Level	4	Research Points	400
Infects your domain, poisoning all enemy units.	Mana Cost	120	Upkeep	20
	Dispel Resistance	120	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Earth, Cosmos		

Poison Plants	Level	2	Research Points	100
Creates a Poisonous growth that lashes at anything moving.	Mana Cost	60	Upkeep	N/A
	Dispel Resistance	N/A	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Water, Earth		

Power Leak	Level	4	Research Points	400
Drains the Power Income of Enemy Wizards.	Mana Cost	200	Upkeep	20
	Dispel Resistance	200	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Fire, Water, Earth, Air, Life, Death Cosmos		

Raise Terrain	Level	4	Research Points	200
Raises mountains from the earth.	Mana Cost	85	Upkeep	N/A
	Dispel Resistance	N/A	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Earth, Cosmos		

Rejuvenate	Level	3	Research Points	100
Causes the Terrain within your Domain to slowly turn to grassland.	Mana Cost	20	Upkeep	5
	Dispel Resistance	20	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Life, Cosmos		

Resurgence	Level	4	Research Points	350
Allows a Unit to rise from the dead and fight again.	Mana Cost	100	Upkeep	15
	Dispel Resistance	N/A	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Life, Cosmos		

Resurrect Hero	Level	3	Research Points	100
Brings a Hero back from the dead.	Mana Cost	50	Upkeep	N/A
	Dispel Resistance	N/A	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Life, Cosmos		

Sacred Woods	Level	2	Research Points	80
Creates a Holy growth that attacks anything moving.	Mana Cost	40	Upkeep	N/A
	Dispel Resistance	N/A	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Life, Cosmos		

Sacred Wrath	Level	3	Research Points	170
Blasts the Battlefield with Holy light.	Mana Cost	20	Upkeep	N/A
	Dispel Resistance	N/A	Attack	14
	Damage	6	Damage Type	Holy
	Shots	1	Radius	N/A
	Spheres	Life		

Skin of Oil	Level	1	Research Points	100
Inflicts upon a unit -1 to ATT, DEF, DAM & DES, and Fire Weakness.	Mana Cost	8	Upkeep	N/A
	Dispel Resistance	N/A	Attack	20
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Fire, Cosmos		

Solar Flare	Level	1	Research Points	50
Calls down Holy starfire onto the Target.	Mana Cost	8	Upkeep	N/A
	Dispel Resistance	N/A	Attack	17
	Damage	7	Damage Type	Holy
	Shots	1	Radius	N/A
	Spheres	Life, Cosmos		

Spell Ward	Level	4	Research Points	300
Blocks the Casting of any Global Spells until it is removed.	Mana Cost	130	Upkeep	15
	Dispel Resistance	10	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Fire, Water, Earth, Air, Life, Death Cosmos		

Spring Rains	Level	4	Research Points	180
Expands all Crops in your Domain by 1 hex.	Mana Cost	100	Upkeep	50
	Dispel Resistance	100	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Water, Cosmos		

Static Shield	Level	2	Research Points	140
Gives a Unit Lightning Strike, and shocks Enemies that Strike it.	Mana Cost	24	Upkeep	8
	Dispel Resistance	N/A	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Water, Cosmos		

Stone Skin	Level	1	Research Points	50
Gives a Unit +3 DEF.	Mana Cost	8	Upkeep	5
	Dispel Resistance	N/A	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Earth, Cosmos		

Stoning	Level	1	Research Points	70
Pelts the Target with a barrage of rocks.	Mana Cost	10	Upkeep	N/A
	Dispel Resistance	N/A	Attack	8
	Damage	2	Damage Type	Physical
	Shots	6	Radius	N/A
	Spheres	Earth, Cosmos		

Suffocate Pulls the air from the lungs of the Target; Save for 1/2 DAM.	Level 1 Mana Cost 8 Dispel Resistance N/A Damage 4 Shots 1 Spheres Air, Cosmos	Research Points 80 Upkeep N/A Attack 17 Damage Type Physical Radius N/A
Swarm Calls forth angry insects to attack an Area.	Level 13 Mana Cost 15 Dispel Resistance N/A Damage 1 Shots 1 Spheres Fire, Cosmos	Research Points 180 Upkeep N/A Attack 20 Damage Type Fire, Physical Radius 1
Tornado Invokes a vortex upon the Target Party, hurling some or all members far away.	Level 3 Mana Cost 90 Dispel Resistance N/A Damage 5 Shots N/A Spheres Air, Cosmos	Research Points 280 Upkeep N/A Attack 15 Damage Type N/A Radius N/A
Tremors Shakes the entire Battlefield, damaging Units and Structures.	Level 3 Mana Cost 20 Dispel Resistance N/A Damage 8 Shots 1 Spheres Earth	Research Points 180 Upkeep N/A Attack 10 Damage Type Physical, Wall Radius N/A
Turn Undead Attempts to harm and Panic an Undead Enemy Target.	Level 2 Mana Cost 10 Dispel Resistance N/A Damage 4 Shots 1 Spheres Life, Cosmos	Research Points 150 Upkeep N/A Attack 15 Damage Type Holy Radius N/A
Unholy Champion Gives a Unit Willpower, and +2 ATT, +2 DAM vs Good Units.	Level 2 Mana Cost 25 Dispel Resistance N/A Damage N/A Shots N/A Spheres Death, Cosmos	Research Points 120 Upkeep 8 Attack N/A Damage Type N/A Radius N/A
Unicorn Summons a magical horned equine.	Level 1 Mana Cost 60 Dispel Resistance N/A Damage N/A Shots N/A Spheres Life, Cosmos	Research Points 150 Upkeep 4 Attack N/A Damage Type N/A Radius N/A

Vengeful Vapor Damages Units by turning parts of them into vapor.	Level 1 Mana Cost 6 Dispel Resistance N/A Damage 6 Shots 1 Spheres Water, Cosmos	Research Points 50 Upkeep N/A Attack 15 Damage Type Physical Radius N/A
Violent Storm Violent waters cause harm to the targeted sea travelers.	Level 2 Mana Cost 50 Dispel Resistance N/A Damage 4 Shots N/A Spheres Water, Cosmos	Research Points 100 Upkeep N/A Attack 15 Damage Type N/A Radius N/A
Watcher Unfogs your Domain, reveals hidden Units, and sees into Enemy Cities.	Level 4 Mana Cost 120 Dispel Resistance 120 Damage N/A Shots N/A Spheres Air, Cosmos	Research Points 400 Upkeep 20 Attack N/A Damage Type N/A Radius N/A
Water Dancer Summons an enigmatic water sprite.	Level 2 Mana Cost 40 Dispel Resistance N/A Damage N/A Shots N/A Spheres Water	Research Points 70 Upkeep 15 Attack N/A Damage Type N/A Radius N/A
Water Elemental Summons a flowing creature of water.	Level 3 Mana Cost 275 Dispel Resistance N/A Damage N/A Shots N/A Spheres Water, Cosmos	Research Points 350 Upkeep 20 Attack N/A Damage Type N/A Radius N/A
Water Mastery Turns all Nodes to Water, and increases your Domain around them.	Level 4 Mana Cost 300 Dispel Resistance 300 Damage N/A Shots N/A Spheres Water	Research Points 500 Upkeep 50 Attack N/A Damage Type N/A Radius N/A
Water Walking Allows a Unit to travel across Water.	Level 1 Mana Cost 15 Dispel Resistance N/A Damage N/A Shots N/A Spheres Water, Cosmos	Research Points 80 Upkeep 4 Attack N/A Damage Type N/A Radius N/A

Weaken	Level	1	Research Points	90
Inflicts upon a Unit	Mana Cost	10	Upkeep	N/A
-2 DEF and -2 RES.	Dispel Resistance	N/A	Attack	15
	Damage	N/A	Damage Type	Death
	Shots	1	Radius	N/A
	Spheres	Death, Cosmos		

Wetland	Level	3	Research Points	350
Torrential rains flood the lands, but leave your cities unharmed.	Mana Cost	150	Upkeep	20
	Dispel Resistance	100	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Water, Cosmos		

Wind Walking	Level	3	Research Points	250
Allows a Unit to Float across all Terrain.	Mana Cost	50	Upkeep	10
	Dispel Resistance	N/A	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Air, Cosmos		

Winds of Fury	Level	2	Research Points	130
Throws the Target about randomly, causing great harm.	Mana Cost	10	Upkeep	N/A
	Dispel Resistance	N/A	Attack	18
	Damage	8	Damage Type	Physical
	Shots	1	Radius	N/A
	Spheres	Air, Cosmos		

Wither	Level	2	Research Points	120
Destroy's the Target City's Crops, causing the Population to starve.	Mana Cost	50	Upkeep	N/A
	Dispel Resistance	N/A	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Fire, Cosmos		

Wyrms	Level	4	Research Points	500
Summons a slithering giant serpent.	Mana Cost	400	Upkeep	25
	Dispel Resistance	N/A	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Water, Cosmos		

Zephyr	Level	2	Research Points	100
Summons a great eagle.	Mana Cost	60	Upkeep	10
	Dispel Resistance	N/A	Attack	N/A
	Damage	N/A	Damage Type	N/A
	Shots	N/A	Radius	N/A
	Spheres	Air, Cosmos		

Appendix Three: Skills

Anarchist	Research Points	500
Description	Decreases race/unit relations with -20.	
Bureaucrat	Research Points	0
Description	City income penalty Village=5/Town=10/City=15.	
Casting Specialist	Research Points	200 per Level
Description	Wizard gets 10 additional Spell Casting Points per Casting Specialist Level.	
Channeller	Research Points	500
Description	10% less mana cost for spell casting (reduces required casting points as well).	
Conqueror	Research Points	500
Description	20% more XP for killing units.	
Constructor	Research Points	500
Description	City production point bonus Village=5/Town=10/City=15.	
Decadence	Research Points	0
Description	Units require more upkeep (6/9/12/15)->(7/11/15/19) = Upkeep + 1xUnitLevel.	
Expander	Research Points	500
Description	20% City Population Growth Bonus.	
Explorer	Research Points	500
Description	Move points + 20%.	
Merchant	Research Points	500
Description	City income bonus: Village=5/Town=10/City=15.	
Pacifist	Research Points	0
Description	20% less XP for killing units.	
Peace Keeper	Research Points	500
Description	Increases race/unit relations with +20.	
Scholar	Research Points	500
Description	All spells cost 20% less research points.	
Summoner	Research Points	500
Description	Summoning spells require 20% less mana cost & 20% less research points.	
Survivalist	Research Points	500
Description	Less upkeep (6/9/12/15)->(5/7/9/11)=Upkeep - 1xUnitLevel.	
Technophobe	Research Points	0
Description	City production penalty bonus Village=5/Town=10/City=15.	

Appendix Four: Abilities

Combat Abilities

Archery Fires arrows at an Enemy in Combat.	Range Shots Damage Type	Long 3 Physical	Attack Damage	8 4
Black Bolts Launches a volley of Death Magic at an Enemy in Combat.	Range Shots Damage Type	Long 3 Death, Physical	Attack Damage	8 4
Black Breath Breathes Death Magic on to an Area in Combat.	Range Shots Damage Type	Short 1 Death	Attack Damage	15 5
Cold Breath Breathes Cold and Ice on to an Area in Combat.	Range Shots Damage Type	Short 1 Cold	Attack Damage	18 5
Control Animal Attempts to take Control of an Animal Unit or Mount.	Range Shots Damage Type	Touch 1 N/A	Attack Damage	15 0
Dominate Attempts to take Control of a Unit in Combat.	Range Shots Damage Type	Touch 1 N/A	Attack Damage	15 N/A
Entangle Attempts to immobilize the Target with clutching vines in Combat.	Range Shots Damage Type	Touch 1 N/A	Attack Damage	15 N/A
Fire Bolts Launches a volley of Fire at an Enemy in Combat.	Range Shots Damage Type	Long 1 Fire	Attack Damage	10 4
Fire Breath Breathes Fire on to an Area in Combat.	Range Shots Damage Type	Short 1 Fire	Attack Damage	15 5
Fire Cannon Launches a cannonball at an Enemy in Combat	Range Shots Damage Type	ExtraLong 1 Physical, Wall	Attack Damage	18 15

Fire Crossbow Shoots bolts at an Enemy in Combat.	Range Shots Damage Type	ExtraLong 1 Physical	Attack Damage	15 6
Fire Pistol Shoots bullets at an Enemy in Combat.	Range Shots Damage Type	ExtraLong 1 Physical	Attack Damage	15 8
Flame Throwing Sprays Fire on to an Area in Combat.	Range Shots Damage Type	Long 1 Fire	Attack Damage	8 8
Frost Bolts Launches a volley of Ice at an Enemy in Combat.	Range Shots Damage Type	Long 1 Cold	Attack Damage	10 5
Holy Bolts Launches a volley of Holy Magic at an Enemy in Combat.	Range Shots Damage Type	Long 3 Fire, Holy	Attack Damage	8 4
Hurl Boulder Heaves a huge boulder at an Enemy in Combat.	Range Shots Damage Type	ExtraLong 1 Physical, Wall	Attack Damage	10 15
Hurl Stones Slings rocks at an Enemy in Combat.	Range Shots Damage Type	Long 3 Physical	Attack Damage	6 7
Magic Bolts Launches a volley of Magical energy at an Enemy in Combat.	Range Shots Damage Type	Long 3 Magic	Attack Damage	10 4
Poison Darts Attacks an Enemy with Poisoned Darts in Combat.	Range Shots Damage Type	Long 3 Poison, Physical	Attack Damage	9 3
Possess During Combat, attempts to burrow the Unit inside of an Enemy to take Control over them.	Range Shots Damage Type	Touch 1 N/A	Attack Damage	16 0
Sabotage Attempts to Destroy an Enemy Machine.	Range Shots Damage Type	Touch 1 Fire, Physical, Wall	Attack Damage	18 15
Seduce Attempts to take Control of a Unit in Combat.	Range Shots Damage Type	Touch 1 N/A	Attack Damage	8 0

Self Destruct	Range	Touch	Attack	15
Destroys the Unit, while also damaging surrounding Units in Combat.	Shots	1	Damage	12
	Damage Type	Physical, Wall		
Shoot Black Javelin	Range	Unlimited	Attack	6
Fires a black javelin at an Enemy in Combat.	Shots	3	Damage	7
	Damage Type	Death		
Shoot Javelin	Range	ExtraLong	Attack	18
Fires javelins at an Enemy in Combat.	Shots	1	Damage	7
	Damage Type	Physical		
Steam	Range	Touch	Attack	18
Emits a cloud of steam to Damage surrounding Units in Combat.	Shots	1	Damage	4
	Damage Type	Physical		
Taunt	Range	Long	Attack	15
Attempts to lure the Target into attacking the Unit.	Shots	1	Damage	0
	Damage Type	Magic		
Throw Blade	Range	Long	Attack	9
Hurls a bladed weapon at an Enemy in Combat.	Shots	3	Damage	2
	Damage Type	Physical		
Turn Undead	Range	Touch	Attack	15
Attempts to harm and panic an Undead Enemy Target.	Shots	1	Damage	4
	Damage Type	Holy		
Venomous Spit	Range	Long	Attack	8
Spews toxic Poison at an Enemy in Combat.	Shots	1	Damage	5
	Damage Type	Poison		
Web	Range	Touch	Attack	10
Attempts to immobilize an Enemy Unit in sticky webbing.	Shots	1	Damage	N/A
	Damage Type	N/A		

Movement Abilities

Cave Crawling	Allows the Unit to travel Underground without penalty.
Floating	Allows the Unit to Float across all Terrain.
Flying	Allows the Unit to Fly across all Terrain.
Forestry	Allows the Unit to travel through Forests without penalty.
Free Movement	Allows the Unit to travel across all land without penalty.
Haste	Reduces the cost of each hex moved by 2 MP, to as low as 2 MP.

Mountaineering Allows the Unit to travel over Mountains without penalty.

Sailing Allows the Unit to travel across Water.

Swimming Allows the Unit to travel across Water.

Tunneling The Unit can burrow through Earth Walls when Underground.

Walking Allows the Unit to travel across normal Terrain.

Water Walking Allows the Unit to travel across Water.

Wind Walking Allows the Unit to Float across all Terrain.

Enhancements / General

Animal	Modifiers	N/A
	Description	The Unit is an Animal.
Animated	Modifiers	N/A
	Description	The Unit has been Animated, and will perish at the end of the Battle.
Bard's Skills	Modifiers	+30 Morale per Unit in Stack
	Description	Improves the Morale of all Units in the Party.
Blessed	Modifiers	+2 RES +1 DEF
	Description	Gives the Unit +2 RES, +1 DEF and Death Protection.
Block	Modifiers	+2 DEF vs. Ranged ATT
	Description	Adds +2 DEF when facing any Physical Ranged Attack, or the first Enemy Melee Strike.
Blurred	Modifiers	N/A
	Description	Gives the Unit a 25% chance to evade any Enemy Melee Strike.
Build Outpost	Modifiers	N/A
	Description	Consumes the Unit to Construct a new City.
Build Roads	Modifiers	N/A
	Description	Creates a new Road.
Casting Specialist	Modifiers	+10 Casting Mana
	Description	Gives the Unit +10 Casting Points for Casting Spells per Turn.

Cause Fear	Modifiers Description	N/A Gives each Strike a chance (8 ATT) to make the enemy Panic.
Charge	Modifiers Description	+2 ATT for first melee strike Gives the Unit +2 ATT on their first Melee Strike when Attacking.
Cold Immunity	Modifiers Description	N/A The Unit is Immune to Cold Damage.
Cold Protection	Modifiers Description	N/A Reduces all Cold Damage the Unit takes by 50%.
Cold Strike	Modifiers Description	N/A Bestows Cold damage upon the Unit's attacks (8 ATT).
Concealment	Modifiers Description	N/A Conceals the Unit in vegetation on any Terrain.
Dark Gift	Modifiers Description	+2 DAM Gives the Unit +2 DAM and Death Strike.
Death Immunity	Modifiers Description	N/A The Unit is Immune to Death Damage.
Death Protection	Modifiers Description	N/A Reduces all Death Damage the Unit takes by 50%.
Death Strike	Modifiers Description	N/A Bestows Death damage upon the Unit's attacks (8 ATT).
Desert Concealment	Modifiers Description	N/A Hides the Unit from Sight when on Desert Terrain.
Dispel Magic	Modifiers Description	N/A Attempts to remove Magical Abilities from the Target.
Double Strike	Modifiers Description	N/A Gives the Unit 2 Strikes each Melee Round.
Dragon	Modifiers Description	N/A The Unit is a Dragon.
Enchanted Weapon	Modifiers Description	+2 ATT+1 DAM Gives the Unit +2 ATT, +1 DAM and Magic Strike.
Energy Drain	Modifiers Description	-50% ATT-50% DAM Gives each Melee Strike a chance (8 ATT) to sap the Target's ability to fight.

Extra Strike	Modifiers Description	N/A Gives the Unit an additional Strike in Melee Combat.
Fire Halo	Modifiers Description	N/A Gives the Unit Fire Immunity and Fire Strike.
Fire Immunity	Modifiers Description	N/A The Unit is Immune to Fire Damage and is capable of Walking on Lava.
Fire Protection	Modifiers Description	N/A Reduces all Fire Damage the Unit takes by 50%.
Fire Strike	Modifiers Description	N/A Bestows Fire damage upon the Unit's attacks (8 ATT).
First Strike	Modifiers Description	N/A Gives the Unit the initial Strike in Melee Combat.
Fury	Modifiers Description	-2 DEF +2 RES +2 DAM Gives the Unit +2 DAM, +2 RES, -2 DEF, and Willpower.
Grass Concealment	Modifiers Description	N/A Hides the Unit from Sight when on Grass Terrain.
Haste	Modifiers Description	N/A Reduces the cost of each hex moved by 2 MP, to as low as 2 MP.
Healing	Modifiers Description	+10 HIT Replenishes the Target's HP by 10. (Once per Turn) Automatically used at the end of the Overland Turn..
Holy Champion	Modifiers Description	+2 ATT vs. Evil Units +2 DAM vs. Evil Units Gives the Unit Willpower, and +2 ATT, +2 DAM vs. Evil Units.
Holy Immunity	Modifiers Description	N/A The Unit is Immune to Holy Damage.
Holy Protection	Modifiers Description	N/A Reduces all Holy Damage the Unit takes by 50%.
Holy Strike	Modifiers Description	N/A Bestows Holy damage upon the Unit's attacks (8 ATT).
Invisibility	Modifiers Description	N/A Hides the Unit from Sight.

Leadership	Modifiers	+1 ATT at Level 1 and 2 +1 DAM at Level 3 and 4
	Description	+ 1 ATT at Level 1 and 2, + 1 DAM at Level 3 and 4.
Life Domain	Modifiers	N/A
	Description	The Unit is within Friendly Domain, and is Healed each Turn.
Life Stealing	Modifiers	N/A
	Description	Restores 1 HP to the Unit each time it Hits an Enemy in Melee Combat.
Lightning Immunity	Modifiers	N/A
	Description	The Unit is Immune to Lightning Damage.
Lightning Protection	Modifiers	N/A
	Description	Reduces all Lightning Damage the Unit takes by 50%.
Lightning Strike	Modifiers	N/A
	Description	Bestows Lightning damage upon the Unit's attacks (8 ATT).
Liquid Form	Modifiers	N/A
	Description	Gives the Unit Physical Protection and Water Walking.
Magic Immunity	Modifiers	N/A
	Description	The Unit is Immune to Magic Damage.
Magic Protection	Modifiers	N/A
	Description	Reduces all Magic Damage the Unit takes by 50%.
Magic Relay	Modifiers	N/A
	Description	Creates an expanded pocket of Domain around the Unit.
Magic Strike	Modifiers	N/A
	Description	Bestows Magic damage upon the Unit's attacks (8 ATT).
Magical Mount	Modifiers	N/A
	Description	The Unit rides an enchanted steed, which is Immune to Enemy Control.
Marksmanship	Modifiers	+1 ATT per Marksmanship Level +1 DAM per Marksmanship Level
	Description	Gives the Unit +1 ATT +1 DAM on Ranged Attacks per Marksmanship Level.
Mounted	Modifiers	N/A
	Description	The Unit rides a steed.

Night Vision	Modifiers	N/A
	Description	The Unit has improved Visual Range when in dark locations, such as Underground. This restores a Unit's normal Visual Range when Underground.
Pass Wall	Modifiers	N/A
	Description	Allows the Unit to Move through Walls with ease.
Path of Decay	Modifiers	N/A
	Description	Turns the Terrain to Wasteland as the Unit moves over it.
Path of Frost	Modifiers	N/A
	Description	Turns the Terrain to Snow as the Unit moves over it.
Path of Life	Modifiers	N/A
	Description	Turns the Terrain to Grassland as the Unit moves over it.
Phase	Modifiers	N/A
	Description	Teleports the unit to a new location, once per Combat.
Physical Immunity	Modifiers	N/A
	Description	The Unit is Immune to Physical Damage.
Physical Protection	Modifiers	N/A
	Description	Reduces all Physical Damage the Unit takes by 50%.
Poison Immunity	Modifiers	N/A
	Description	The Unit is Immune to Poison Damage.
Poison Protection	Modifiers	N/A
	Description	Reduces all Poison Damage the Unit takes by 50%.
Poison Strike	Modifiers	N/A
	Description	Bestows Poison damage upon the Unit's attacks (8 ATT).
Rebuild Structure	Modifiers	N/A
	Description	Consumes the Unit to Rebuild a Razed Structure.
Regeneration	Modifiers	N/A
	Description	The Unit regains full HP at the beginning of each Day.
Repair Machine	Modifiers	+10 HIT
	Description	Replenishes 10 HP to the Target Machine.
Resurgence	Modifiers	N/A
	Description	When the Unit dies in Combat, Resurrects it 3 Rounds later or at the end of Combat if you are victorious. Units brought back by Resurgence are brought back with only 25% of their HP.

Resurrected	Modifiers Description	N/A This unit has been Resurrected.
Round Attack	Modifiers Description	N/A Spins the Unit in a circle, Attacking all surrounding Units.
Smoky Haze	Modifiers Description	N/A Poisons Enemies that Strike the Unit (8 ATT).
Snow Concealment	Modifiers Description	N/A Hides the Unit from Sight when on Snow Terrain.
Spell Casting	Modifiers Description	+10 Mana Use per Spell Casting Level per Turn Allows the Unit to Cast Spells in Combat. Unit is capable of using 10 Mana in Combat per Turn per Spell Casting Level.
Steppe Concealment	Modifiers Description	N/A Hides the Unit from Sight when on Steppe Terrain.
Stone Skin	Modifiers Description	+3 DEF Gives the Unit +3 DEF.
Strike	Modifiers Description	N/A Allows the Unit to engage an Enemy in Melee during Combat.
Summoned	Modifiers Description	N/A The Unit has been Summoned magically.
Trail of Darkness	Modifiers Description	N/A Hides the Terrain from view as the Unit moves over it.
Transport	Modifiers Description	N/A The Unit is capable of carrying other Units. The Level of Transport is equal to the number of Units that a Unit with Transport can Transport.
True Seeing	Modifiers Description	N/A The Unit is capable of seeing Hidden Units.
Undead	Modifiers Description	N/A The Unit is Undead.
Underground Concealment	Modifiers Description	N/A Hides the Unit from Sight when Underground.

Unholy Champion	Modifiers Description	+2 ATT vs. Good Units +2 DAM vs. Good Units Gives the Unit Willpower, and +2 ATT, +2 DAM vs. Good Units.
Vision	Modifiers Description	N/A Allows the Unit to see it's surroundings. Increases a Unit's Visual Radius by 2 per Vision Level.
Wall Climbing	Modifiers Description	N/A The Unit is capable of scaling City Walls.
Wall Crushing	Modifiers Description	N/A Allows the Unit to Damage City Walls with Melee Strikes.
Wasteland Concealment	Modifiers Description	N/A Hides the Unit from Sight when on Wasteland Terrain.
Water Concealment	Modifiers Description	N/A Hides the Unit from Sight when in Water.
Willpower	Modifiers Description	N/A The Unit is immune to all forms of Enemy Control.

Handicaps

Burning	Modifiers Description	-1 HP/Turn-2 ATT Causes the Unit to suffer -1 HP/Turn and -2 ATT.
Charmed	Modifiers Description	N/A The Unit is under the Control of another Unit.
Cold Weakness	Modifiers Description	N/A Increases all Cold Damage the Unit takes by 50%.
Controlled	Modifiers Description	N/A The Unit is under the Control of another Unit.
Cursed	Modifiers Description	-2 RES Inflicts upon the Unit -2 RES, Death Weakness, and prevents healing.
Death Weakness	Modifiers Description	N/A Increases all Death Damage the Unit takes by 50%.
Dominated	Modifiers Description	N/A The Unit is under the Control of another Unit.

Energy Drained	Modifiers Description	-50% ATT -50% DAM Reduces the Unit's ATT and DAM by half.
Entangled	Modifiers Description	N/A The Unit is held by vines, and cannot Move or make any actions for 3 Turns.
Feral Mount	Modifiers Description	N/A The Unit's Mount is out of control, reducing it's MP by half.
Fire Domain	Modifiers Description	N/A The Unit is within Enemy Domain, and is struck by Fire each Turn.
Fire Weakness	Modifiers Description	N/A Increases all Fire Damage the Unit takes by 50%.
Frozen	Modifiers Description	N/A Unit is encased in ice for 3 rounds, and cannot Move or perform any action until hit.
Holy Weakness	Modifiers Description	N/A Increases all Holy Damage the Unit takes by 50%.
Lightning Weakness	Modifiers Description	N/A Increases all Lightning Damage the Unit takes by 50%.
Magic Weakness	Modifiers Description	N/A Increases all Magic Damage the Unit takes by 50%.
Oily Skin	Modifiers Description	-1 ATT -1 DAM -1 DEF -1 RES Inflicts upon the Unit -1 to ATT, DEF, DAM & RES, and Fire Weakness.
Panicked	Modifiers Description	-40 Morale The unit will move about randomly in fear and has their morale decreased by 40.
Physical Weakness	Modifiers Description	N/A Increases all Physical Damage the Unit takes by 50%.
Poison Domain	Modifiers Description	-2 ATT -2 DEF -2 DAM -2 RES Inflicts upon the Unit -2 ATT, -2 DEF, -2 DAM, and -2 RES.
Poison Weakness	Modifiers Description	N/A Increases all Poison Damage the Unit takes by 50%.

Poisoned	Modifiers Description	-2 ATT -2 DAM -2 DEF -2 RES Inflicts upon the Unit -2 ATT, -2 DEF, -2 DAM, and -2 RES.
Possessed	Modifiers Description	N/A The Unit is now inhabited and Controlled by another Unit.
Seduced	Modifiers Description	N/A The Unit is under the Control of another Unit.
Stunned	Modifiers Description	N/A The Unit has been shocked by Lightning, and cannot Move for 1 Turn.
Swarmed	Modifiers Description	-2 HIT / Turn Biting insects inflict -2 HIT each Turn.
Taunted	Modifiers Description	N/A The Unit is enraged at an Enemy, and will attack only it.
Vertigo	Modifiers Description	-2 ATT -2 DEF Inflicts upon the Unit -2 ATT and -2 DEF.
Weakened	Modifiers Description	-2 DEF -2 RES Inflicts upon the Unit -2 DEF and -2 RES.
Webbed	Modifiers Description	N/A The Unit is held by webbing, and cannot Move or make any actions for 3 Turns.

Appendix Five: Cities

City Size

Name	Base Gold Income	Base Production	Base Growth	Population Range
Outpost (0)	10	10	7	0-99
Village (1)	20	20	10	100-299
Town (2)	30	30	16	300-699
City (3)	40	40	25	700-1499

- Pioneers consume 200 Population when built
- Hurrying a production costs 10 Gold and 10 Population for each unfilled Production coin.

City Structures

Name	Cost	Prerequisite	Units Allowed	Bonuses
Barracks	80	Village (Size 1)	Level 1 Units*	
War Hall	150	Barracks	Level 2 Units	
Champions Guild	200	War Hall	Level 3 Units	
Builder's Hall	80	Village (Size 1)	Pioneer, Ballista	+10 Production
Siege Workshop	150	Builder's Hall	Catapult	+10 Production
Masters Guild	300	Siege Workshop	Cannon	+10 Production, Repairs Machines
Temple Complex	80	Village (Size 1)	+5 Mana,	+20 City Morale
Monastery	120	Temple Complex	Priests	+5 Mana
Sanctuary	200	Monastery		+5 Mana, Heals Units
Wooden Wall	60			
Stone Wall	100	Siege Workshop		
Shipyard	60	Builder's Hall, Adjacent	Galley, Transport Water Ship	
Wizard Tower I	500	Village (Size 1)		Domain = 1
Wizard Tower II	250	Wizard Tower I		+5 Domain
Wizard Tower III	250	Wizard Tower II		+5 Domain
Hall of Enchantment	220	Wizard Tower I		Enchants Garrison**
Library	200	Wizard Tower		I +10 Research

Tower Guard	100	Wizard Tower I	Fires Magic Bolt in City Combat
Farcaster	150	Wizard Tower II	+5 Domain
Casting Chamber	200	Wizard Tower II	+10 Casting Points
Enchanted Walls	200	Wizard Tower II	Forms Barrier Around City***
Teleportation Gate	500	Wizard Tower III	Teleport Units to a Wizard Tower
Forcefield	200	Wizard Tower III	Protects City from Overland Spells
Shrine of War	200	Temple Complex	Silver Medal on new Units
Shrine of Order	200	Temple Complex	+10 Production, +40 City Morale
Shrine of Nature	200	Temple Complex	+10 Production, +10 Growth
Shrine of Magic	200	Temple Complex	+10 Research, +10 Mana
Produce Merchandise			+20% Gold
Produce Housing			+100% Growth
Level 4 Units		Champions Guild, Masters Guild, Sanctuary	

* Cities can always produce their race-specific level 1 unit even if there is no Barracks

** Enchantment varies based on Wizard Sphere

*** Barrier damage type varies based on Wizard Sphere

Hall of Enchantment and Enchanted Walls Information

Sphere	Enchantment	Wall Damage Type
Air	Haste	Lightning
Earth	Stoneskin	Poison
Fire	Fire Halo	Fire
Water	Liquid Form	Cold
Life	Bless	Holy
Death	Dark Gift	Death
Cosmos	Enchanted Weapon	Magic

Racial City Information

Name	City Bonus	Terrain Permitting Crops
Humans	+5 Production Bonus per City Size	Grass, Dirt, Steppe
Tigrans	+5 Gold Bonus per City Size	Grass, Dirt, Steppe, Desert
Draconians	+5 Research Bonus per City Size	Grass, Dirt, Steppe
Frostlings	+5 Mana Bonus per City Size	Grass, Dirt, Steppe, Snow
Elves	+5 Mana Bonus per City Size	Grass, Dirt, Steppe
Halflings	+5 Gold Bonus per City Size	Grass, Dirt, Steppe
Dwarves	+5 Production Bonus per City Size	Grass, Dirt, Stepp
eArchons	+5 research bonus per city size	Grass, Dirt, Steppe
Dark elves	+5 Mana Bonus per City Size	Grass, Dirt, Steppe, Wasteland
Orcs	+5 Production Bonus per City Size	Grass, Dirt, Steppe
Goblins	+5 Growth Bonus per City Size	Grass, Dirt, Steppe
Undead	+5 Research Bonus per City Size	Grass, Dirt, Steppe, Wasteland

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Designer and Director:
Lennart Sas

Lead Programmer:
Arno van Wingerden

Programmer:
Josh Farley

Artists:
Mao-lin Liao
Lennart Sas
Martijn Holtkamp

Scenarios & Additional Design

Arnout Sas
Peter de Groot
Djurre van Dijk
Martijn Holtkamp
Menno Sas
Josh Farley
Arno van Wingerden

Music and Sound Effects
Mason B. Fisher

Writers:
Raymond Bingham
Josh Farley

Manual written by the Stratos
Group:

Noah Conrad, Brett Norton, and
Zack Schiel

Triumph Studios would like to
thank:

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the ex-Gathering Dallas staff, Mark
Asher, Daniel Cook.

PopTop Software

Executive Producer:
Phil Steinmeyer

Producer:
Franz Felsl

Lead Cinematic Artist:
Brian Feldges

Cinematic Artists:
Todd Bergantz
David Deen
Paul Mullen

Take Two New York

Director of Development
Jamie King

Chief Technology Officer
Gary J. Foreman

Associate Producer
Brandon Rose

Production Director
Jennifer Kolbe

Quality Assurance Director
Jeff Rosa

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Greg Bauman
Tech Support / QA
Director of QA and Support
Phil Santiago
QA Supervisor
Frank Kirchner
QA Project Lead
Ben Hamel
QA Testers
Charles Franklin
Daniel Karp
Roger Levy
Lisa Nawrot
Josh Noll
Greg Peeler
Josh Rose
Jonathan Stephan
Stephen Thomas
Scott Vail
Technical Support Supervisor
Sydney F. Saunders IV
Technical Support Representatives
Dave Thomas
Katie Young
Matthew Baros
Mykl Ranere
Patty Saneman
Stacey Sharpe
Andre Liggins
Art Department
Mike Snyder - Art Director
Pete Muench - Graphic Designer
Mike Tipul - Video Editor

Lynn PR
Erica Kohnke
Katie McQuaid

Take2 UK:

Chris Lacey
Producer
Sajjad Majid
Technical Services Manager
Luke Vernon
Development Manager
Simon Little
Business Affairs Director
Anthony Dodd
Group Operations Director
Jon Broadbridge
Group Production Manager
Chris Madgwick
Group Production Coordinator
James Crocker
Group Design Manager
Sarah Seaby
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